



SIGMOD 2015, Melbourne, Victoria, Australia

RETHINKING SIMD VECTORIZATION FOR IN-MEMORY DATABASES

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Columbia University

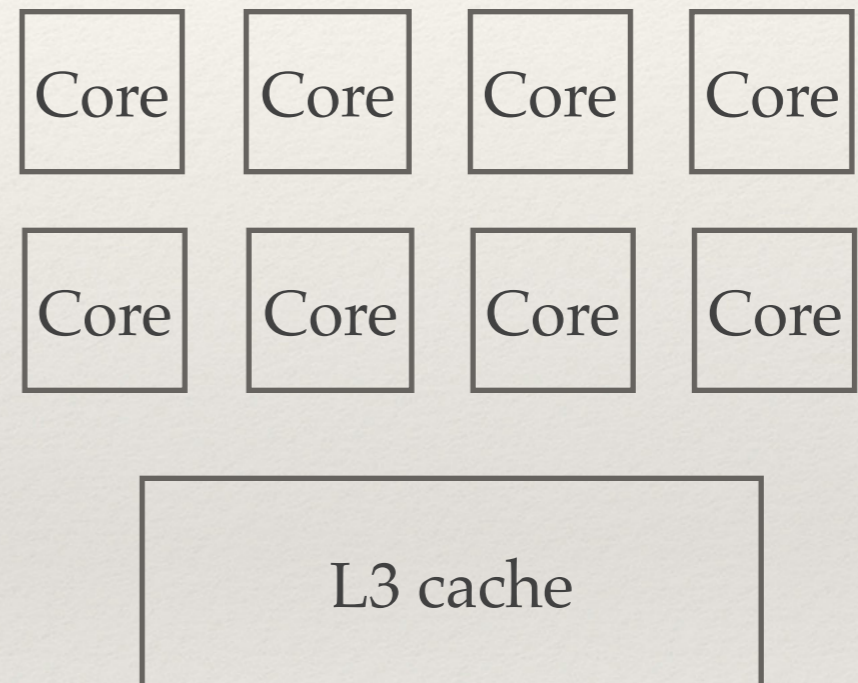
Arun Raghavan
Oracle Labs

Kenneth A. Ross
Columbia University

Latest Hardware Designs

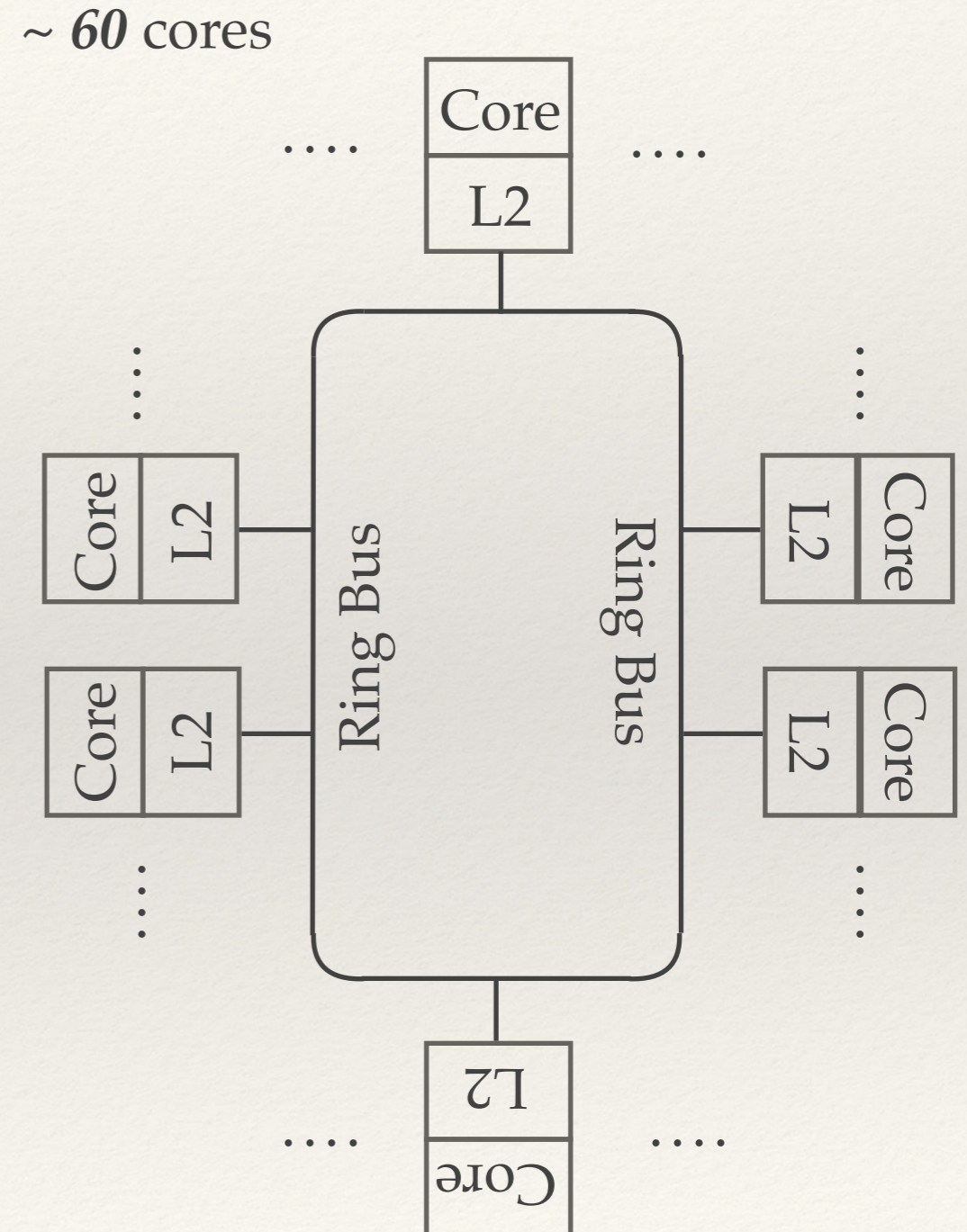
- ❖ Mainstream multi-core CPUs
 - ❖ Use *complex* cores (e.g. Intel Haswell)
 - ❖ Massively *superscalar*
 - ❖ Aggressively *out-of-order*
 - ❖ Pack *few* cores per chip
 - ❖ High *power & area* per core

2 – 18 cores



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 - ❖ Pack *few* cores per chip
 - ❖ High *power & area* per core
- ❖ Many Integrated Cores (MIC)
 - ❖ Use *simple* cores (e.g. Intel P54C)
 - ❖ *In-order & non-superscalar* (for SIMD)
 - ❖ *Augment* SIMD to bridge the gap
 - ❖ Increase SIMD *register size*
 - ❖ More *advanced* SIMD instructions
 - ❖ Pack *many* cores per chip
 - ❖ Low *power & area* per core

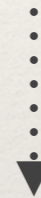


SIMD & Databases

- ❖ Automatic vectorization
 - ❖ Works for *simple* loops only
 - ❖ *Rare* in database operators

what is SIMD ?

$$\boxed{a} + \boxed{b} = \boxed{c}$$



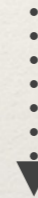
$\boxed{a1}$	$\boxed{a2}$	$\boxed{a3}$	$\boxed{a4}$...	\boxed{aW}
+	+	+	+		+
$\boxed{b1}$	$\boxed{b2}$	$\boxed{b3}$	$\boxed{b4}$...	\boxed{bW}
=	=	=	=		=
$\boxed{c1}$	$\boxed{c2}$	$\boxed{c3}$	$\boxed{c4}$...	\boxed{cW}

SIMD & Databases

- ❖ Automatic vectorization
 - ❖ Works for *simple* loops only
 - ❖ *Rare* in database operators
- ❖ Manual vectorization
 - ❖ *Linear* access operators
 - ❖ Predicate evaluation
 - ❖ Compression
 - ❖ *Ad-hoc* vectorization
 - ❖ Sorting (e.g. merge-sort, comb-sort, ...)
 - ❖ Merging (e.g. 2-way, bitonic, ...)
 - ❖ Generic vectorization
 - ❖ *Multi-way* trees
 - ❖ *Bucketized* hash tables

what is SIMD ?

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Contributions & Outline

- ❖ *Full* vectorization
 - ❖ From $O(f(n))$ scalar to $O(f(n)/W)$ vector operations
 - ❖ *Random* accesses excluded
 - ❖ *Principles* for good (*efficient*) vectorization
 - ❖ Reuse fundamental *operations* across multiple vectorizations
 - ❖ Favor *vertical vectorization* by processing different input data per lane
 - ❖ Maximize lane *utilization* by executing different things per lane subset

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 - ❖ Selection scans
 - ❖ Hash tables
 - ❖ Partitioning

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 - ❖ Selection scans
 - ❖ Hash tables
 - ❖ Partitioning
 - ❖ Sorting
 - ❖ Joins

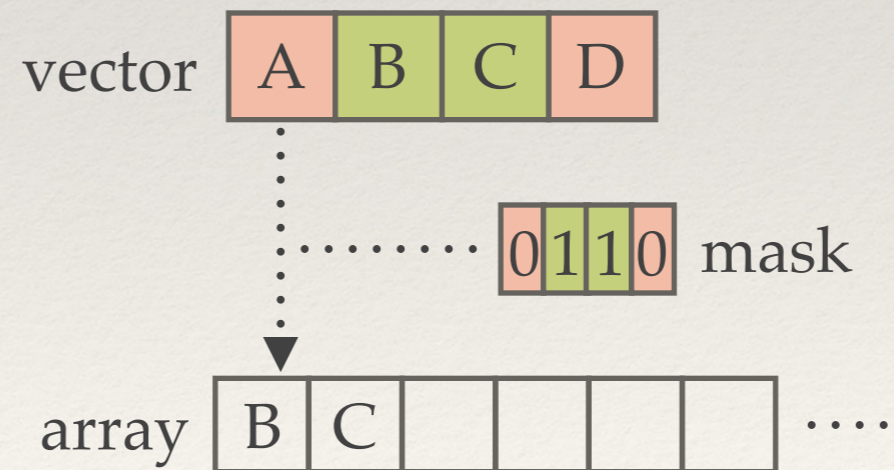
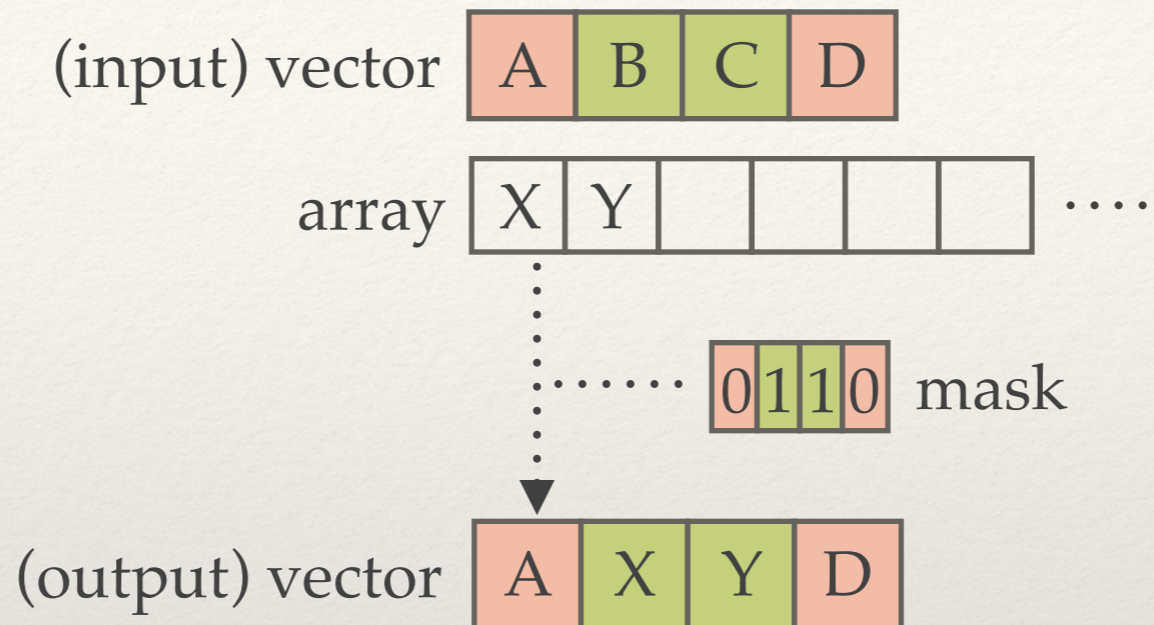
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 - ❖ Selection scans
 - ❖ Hash tables
 - ❖ Partitioning
 - ❖ Sorting
 - ❖ Joins
- ❖ Show impact of *good* vectorization
 - ❖ On *software* (database system) & *hardware* design

Fundamental Vector Operations

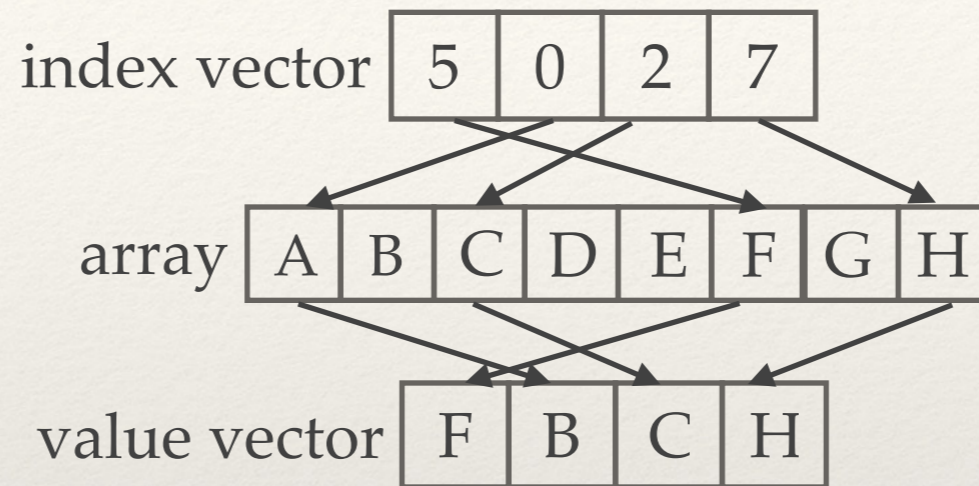
❖ Selective load

❖ Selective store



Fundamental Vector Operations

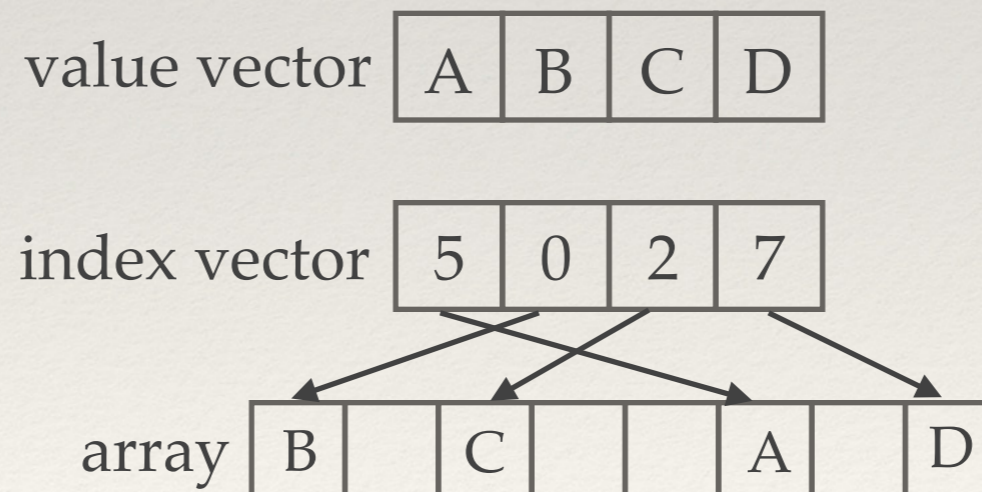
❖ Selective load



❖ Selective store

❖ (Selective) gather

❖ (Selective) scatter



Selection Scans

- ❖ Scalar
 - ❖ Branching
 - ❖ *Branch* to store qualifiers
 - ❖ Affected by *branch misses*
 - ❖ Branchless
 - ❖ *Eliminate* branching
 - ❖ Use conditional *flags*

Selection Scans

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- ❖ Vectorized

- ❖ Simple

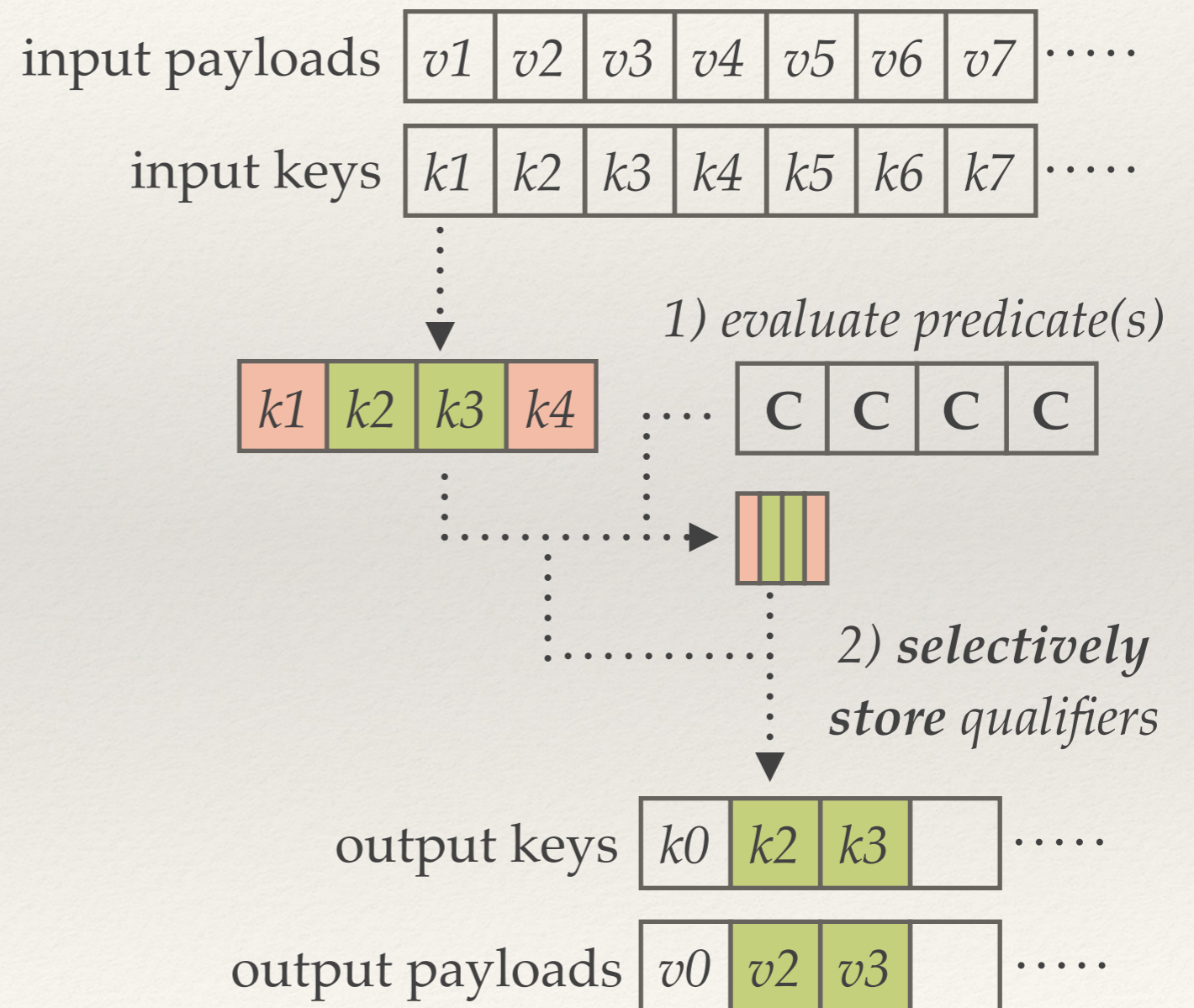
- ❖ Evaluate predicates (in SIMD)
 - ❖ *Selectively store* qualifiers

- ❖ “Early” materialized

- ❖ Advanced

- ❖ “Late” materialized (in the paper ...)

select ... where column > C ...



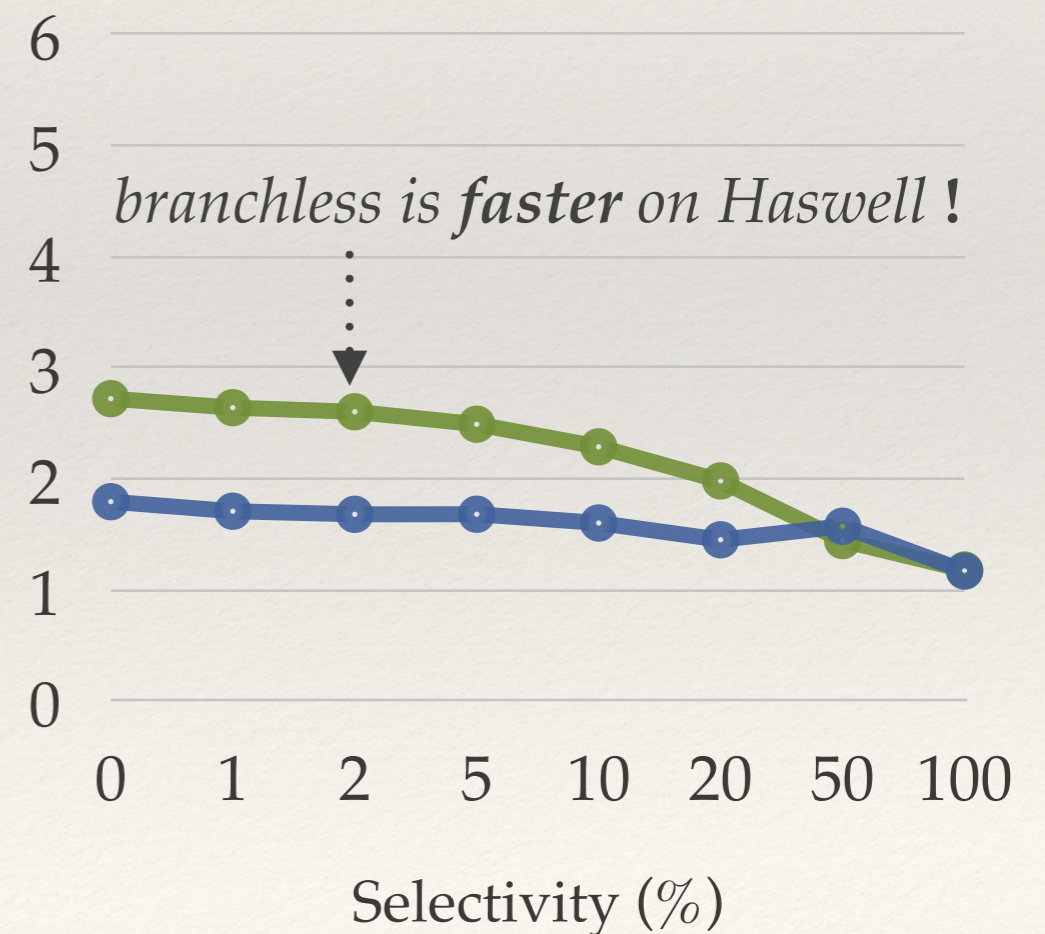
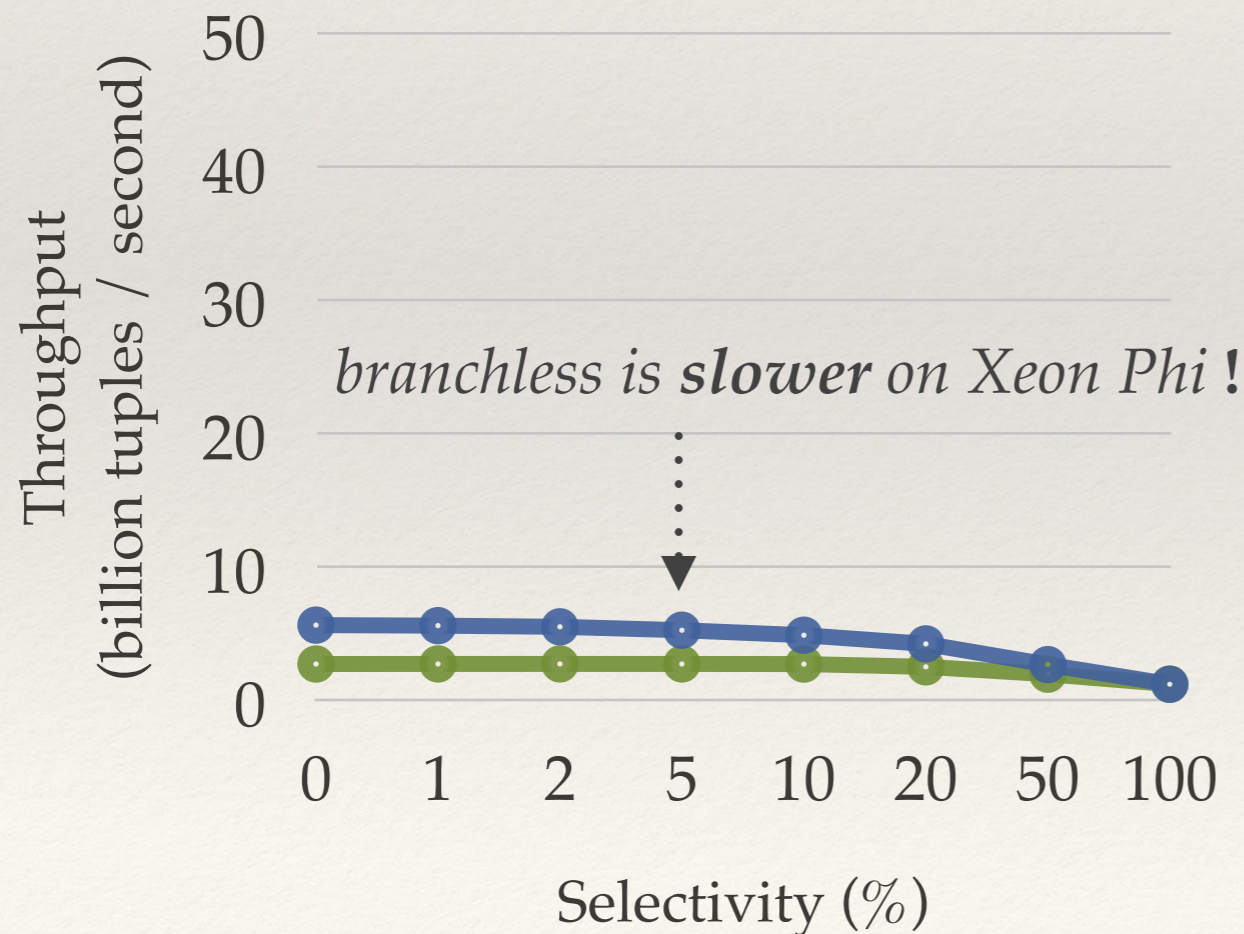
Selection Scans

Xeon Phi 7120P (MIC)

- Scalar (branching)
- Scalar (branchless)

Xeon E3-1275v3 (Haswell)

- Scalar (branching)
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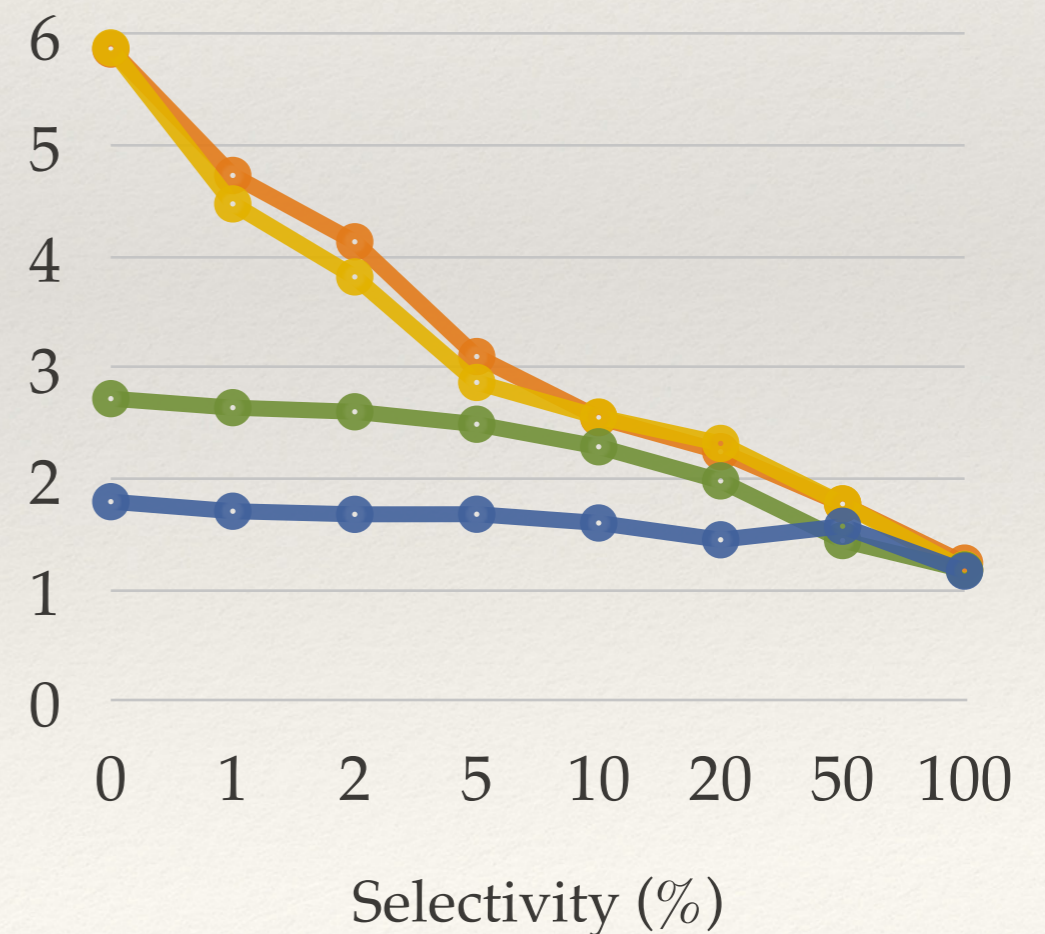
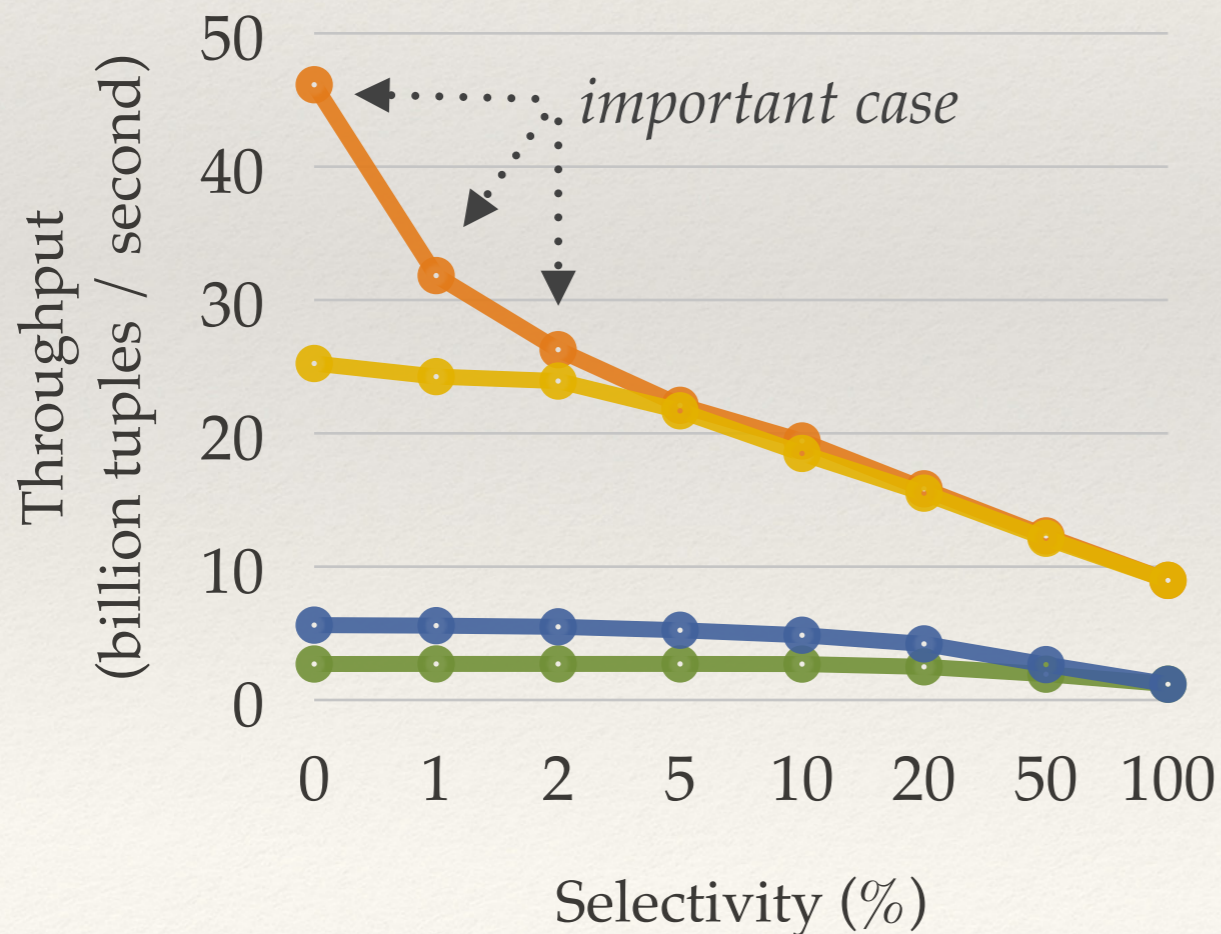
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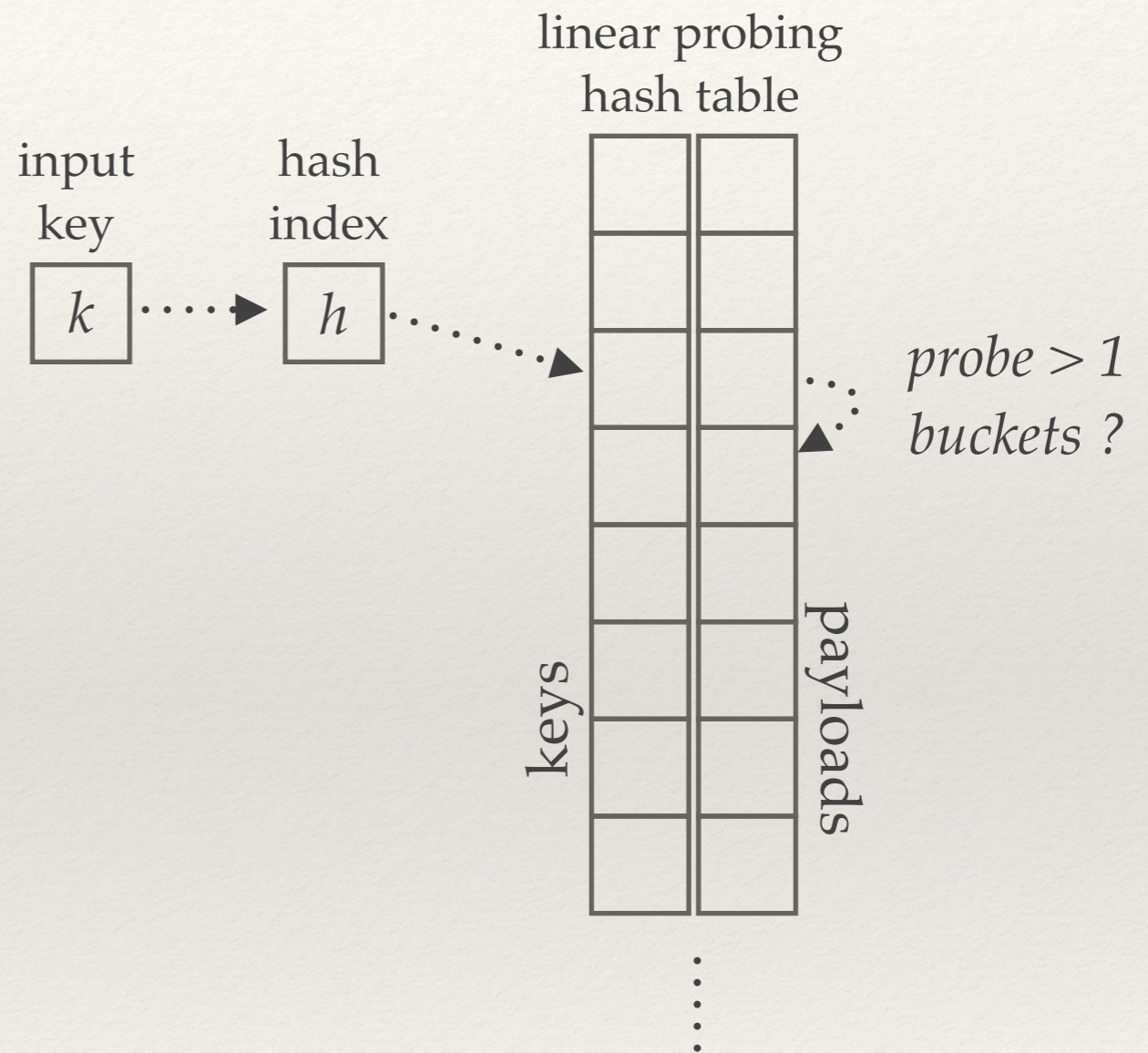
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- Scalar (branchless)
- Vectorized (early)
- Vectorized (late)

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Hash Tables

- ❖ Scalar hash tables
 - ❖ Branching or branchless
 - ❖ 1 *input* key at a time
 - ❖ 1 *table* key at a time



Hash Tables

- ❖ Scalar hash tables

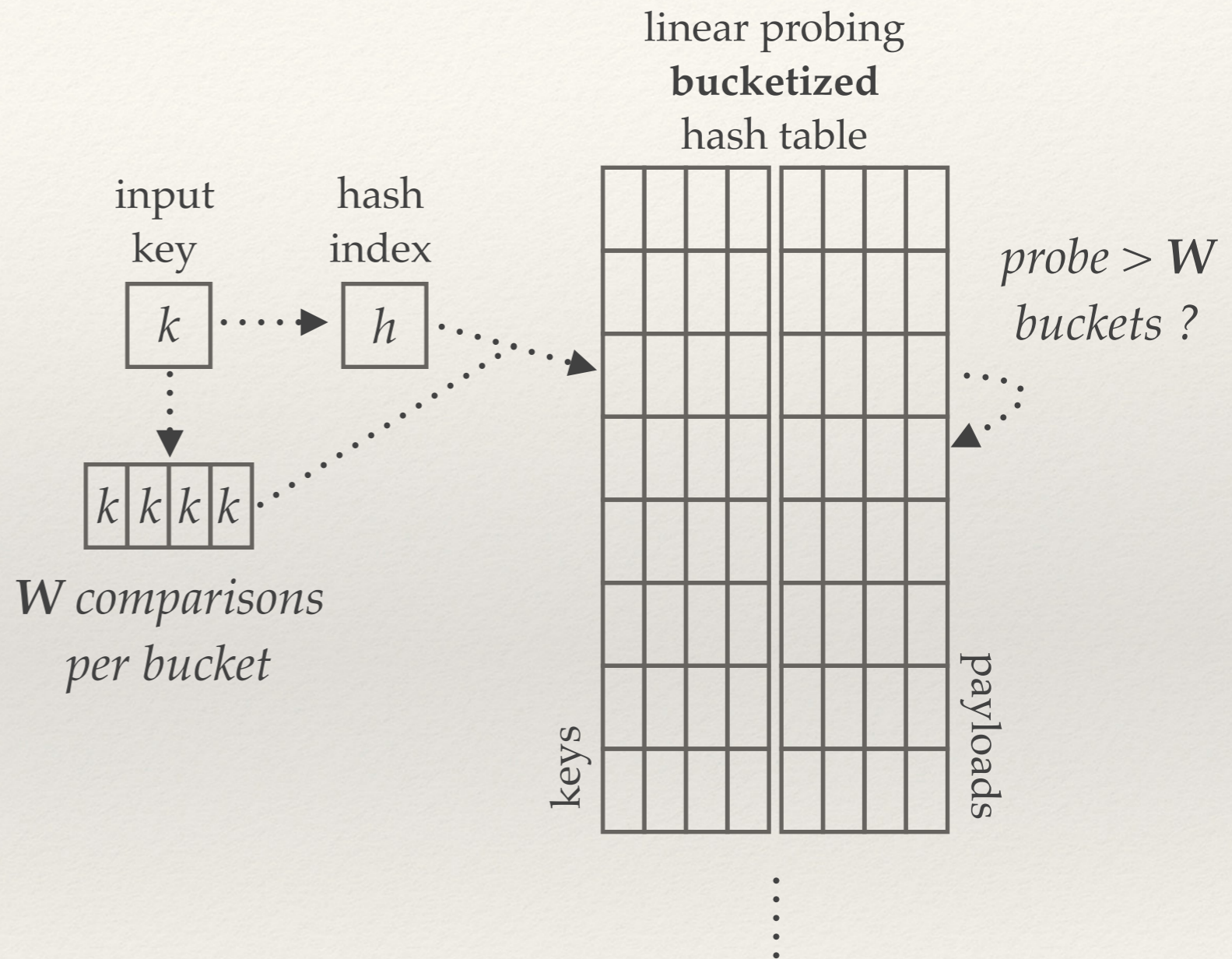
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- ❖ Vectorized hash tables

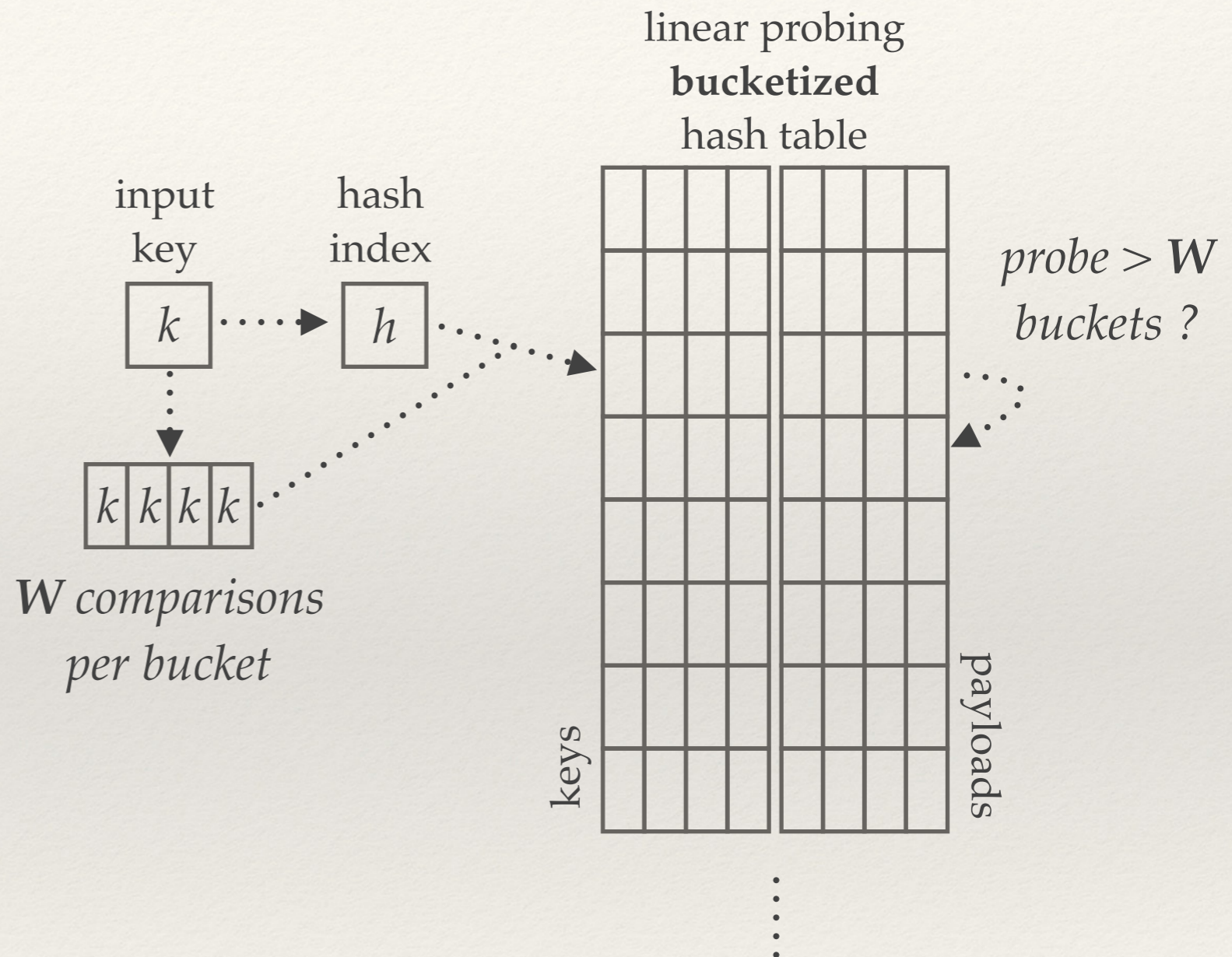
- ❖ *Horizontal* vectorization

- ❖ Proposed on *previous work*
 - ❖ 1 *input* key at a time
 - ❖ W *table* keys per input key
 - ❖ *Load* bucket with W keys



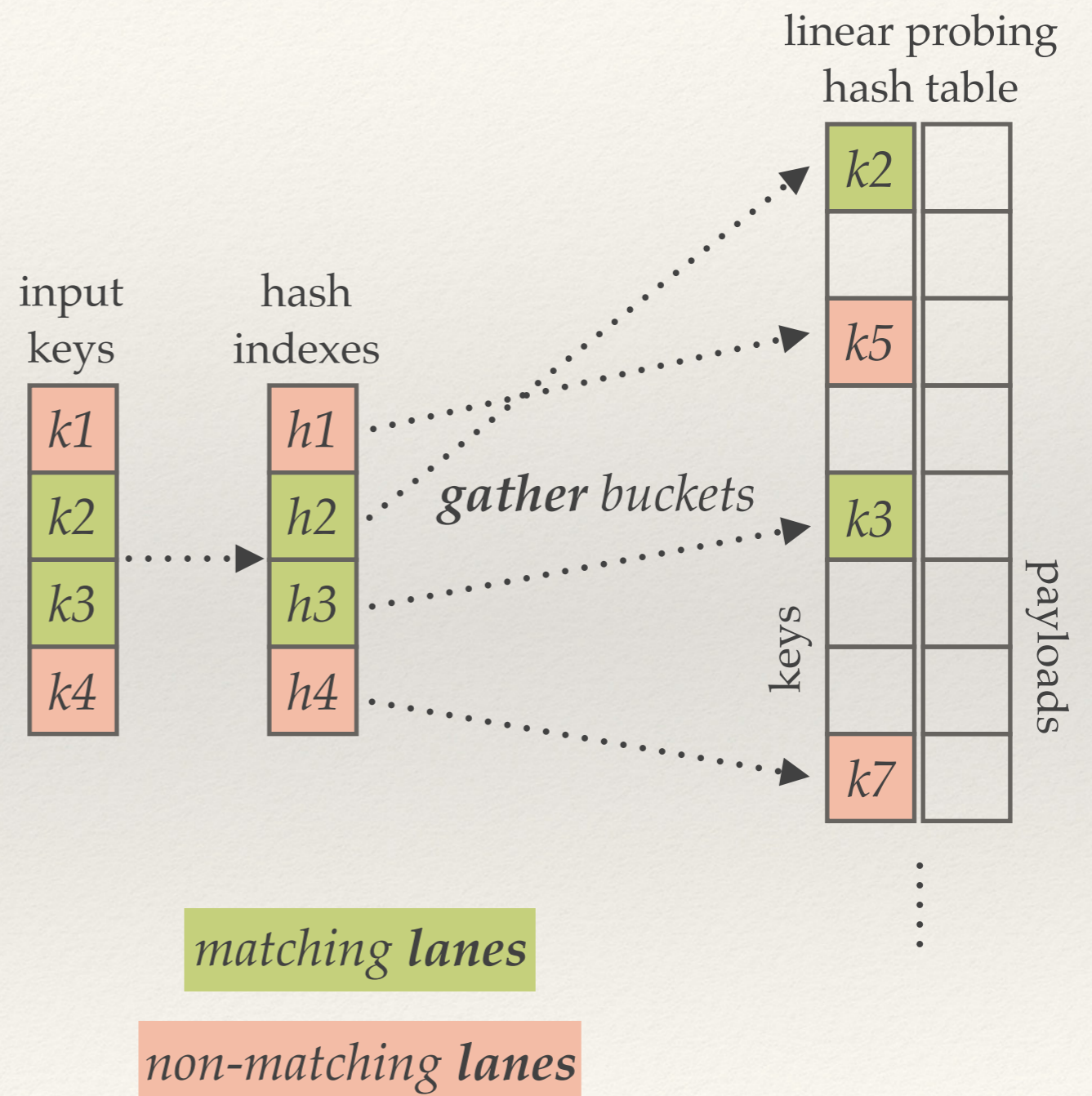
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 - ❖ Proposed on *previous work*
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 - ❖ However ...
 - ❖ W are too many comparisons
 - ❖ No advantage of larger SIMD



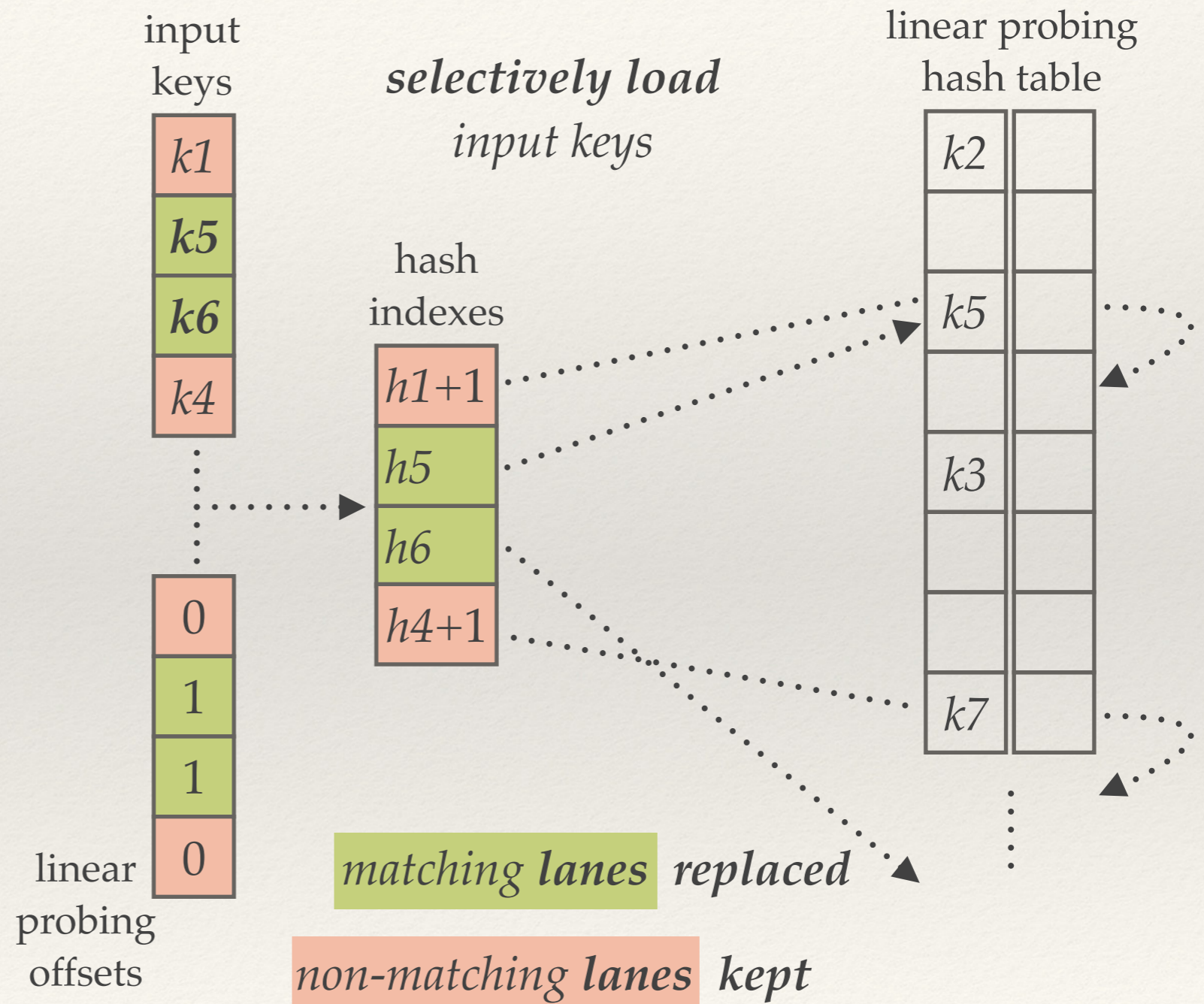
Hash Tables

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 - ❖ *Vertical* vectorization
 - ❖ W *input* keys at a time
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 - ❖ *Gather* buckets
 - ❖ Probing (*linear probing*)
 - ❖ *Store* matching lanes



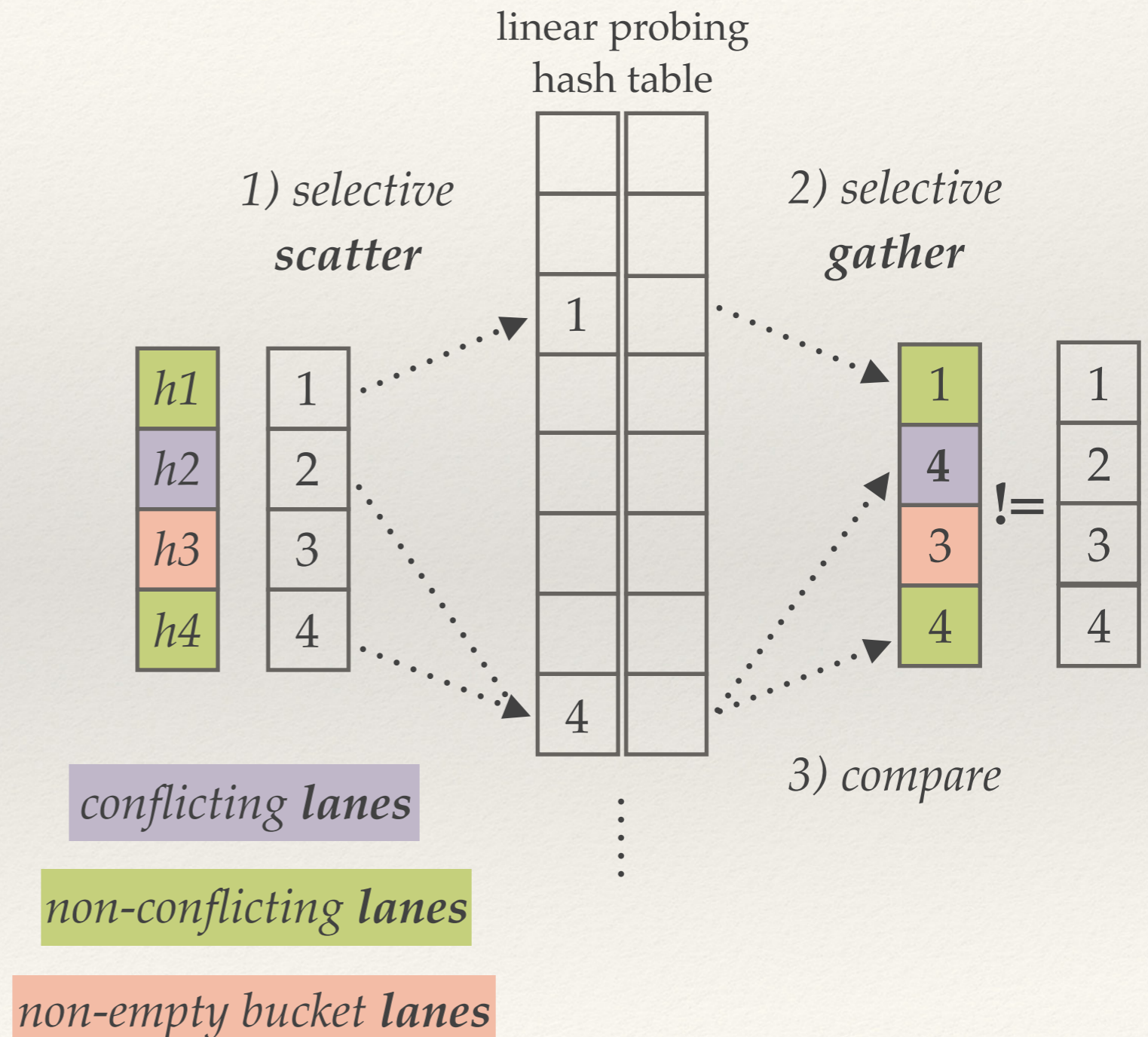
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 - ❖ *Keep* unfinished lanes



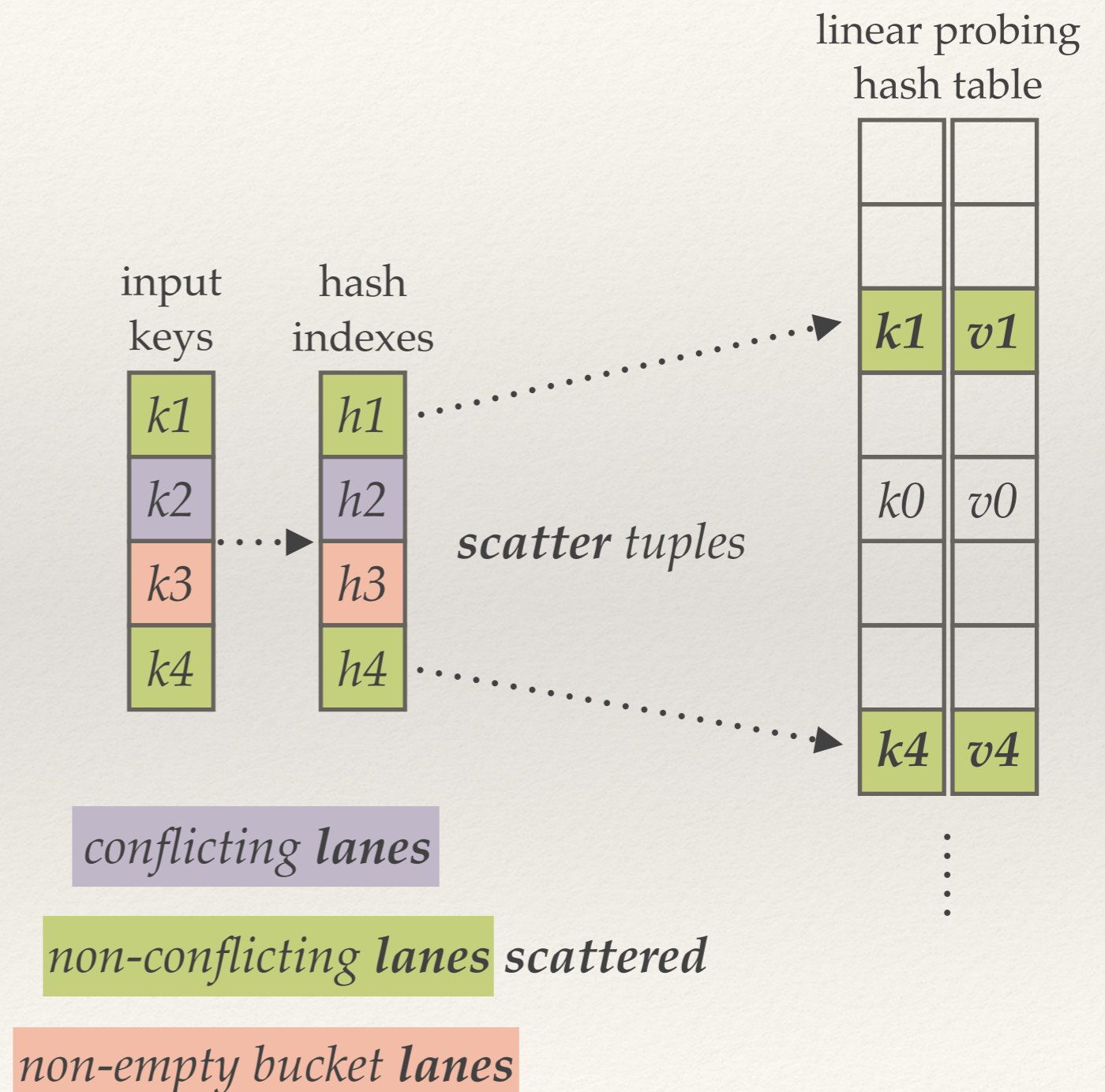
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 - ❖ *Keep* non-empty lanes
 - ❖ *Detect* scatter conflicts



Hash Tables

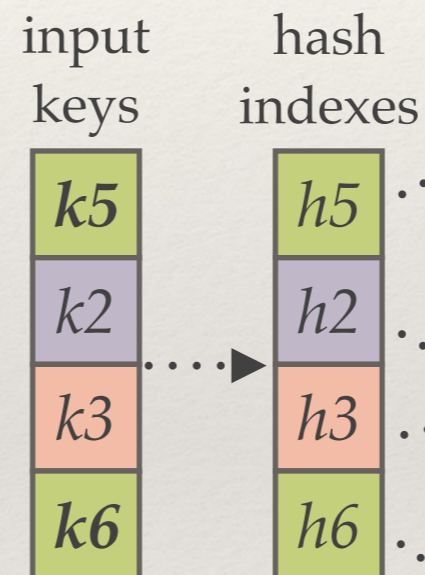
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 - ❖ *Scatter* empty lanes



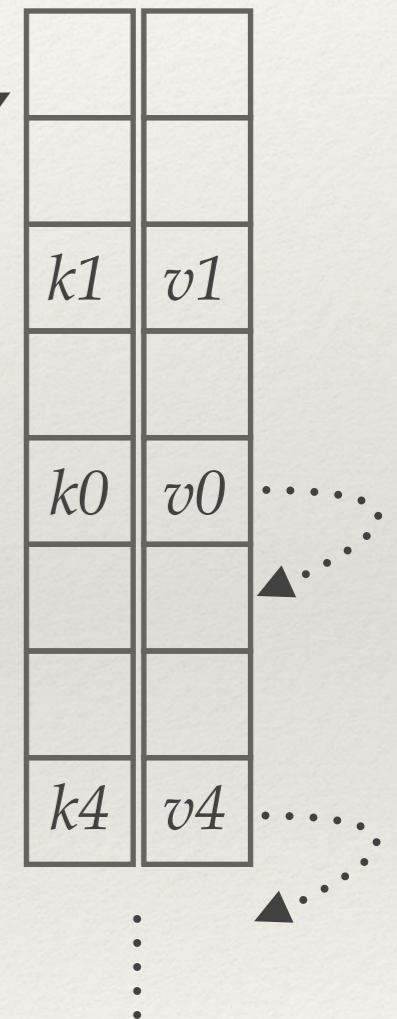
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 - ❖ *Keep* non-empty lanes
 - ❖ *Detect* scatter conflicts
 - ❖ *Scatter* empty lanes & *replace*
 - ❖ *Keep* conflicting lanes

selectively load
input keys
(2nd iteration)



linear probing
hash table

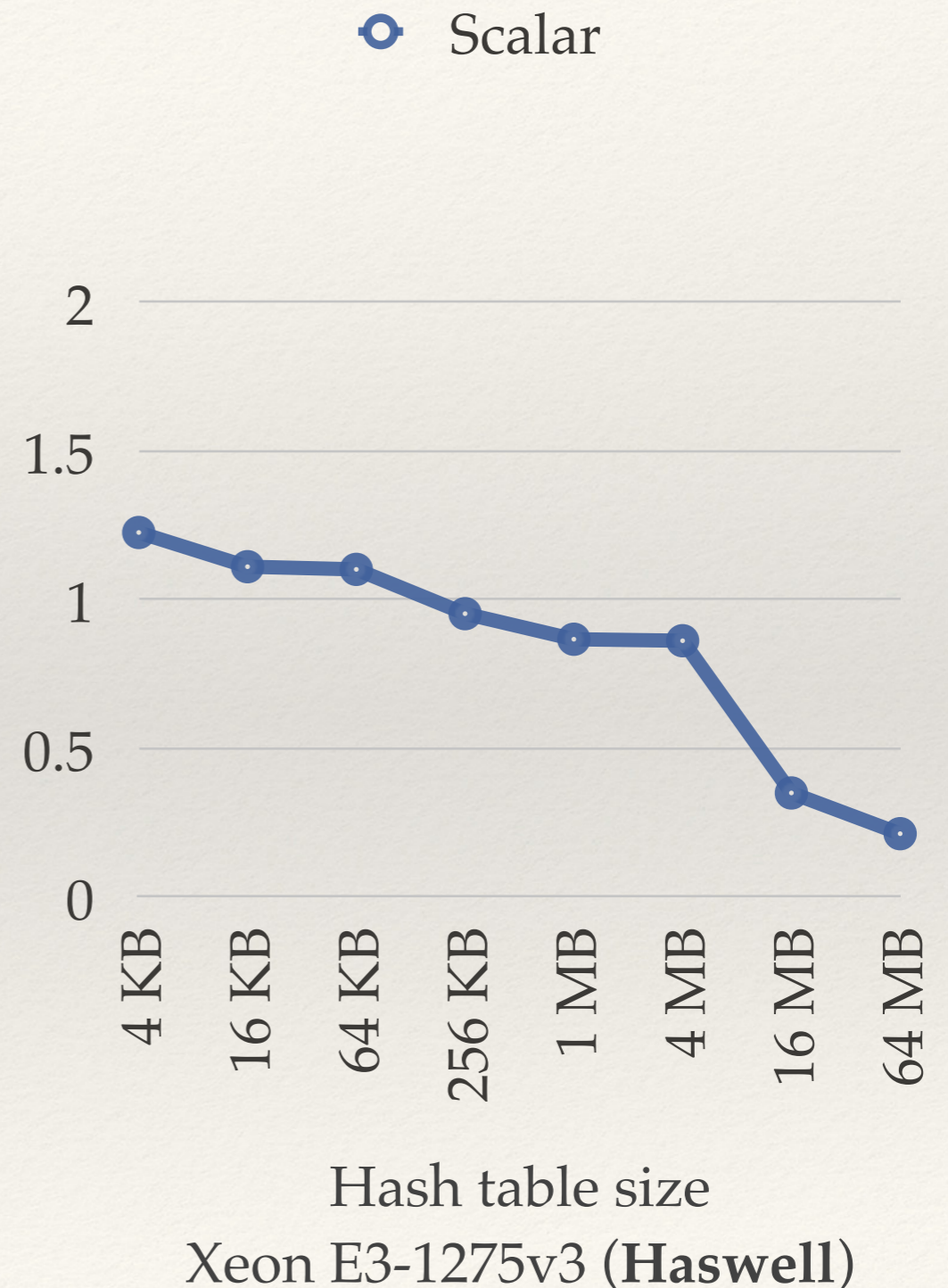
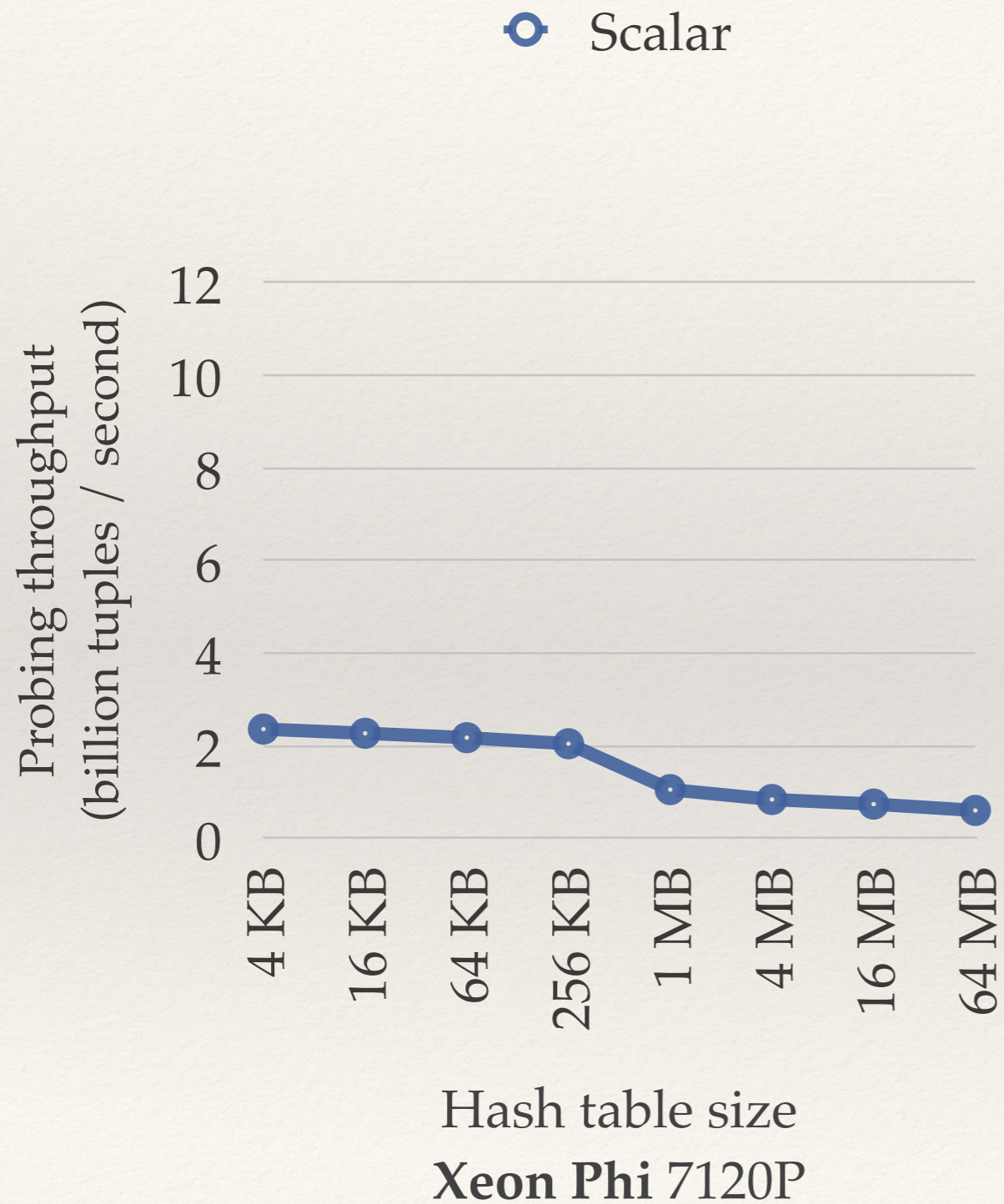


conflicting lanes kept

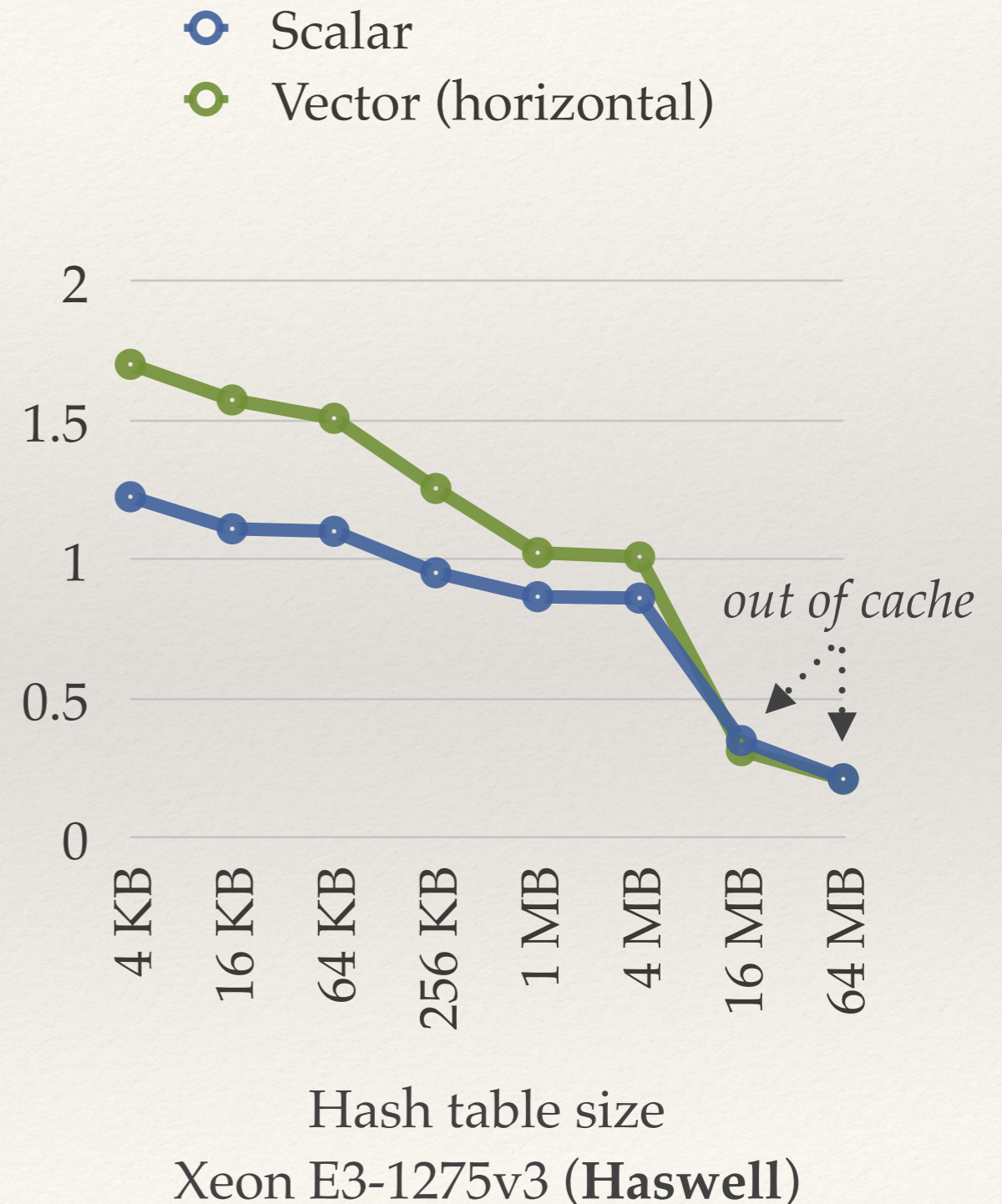
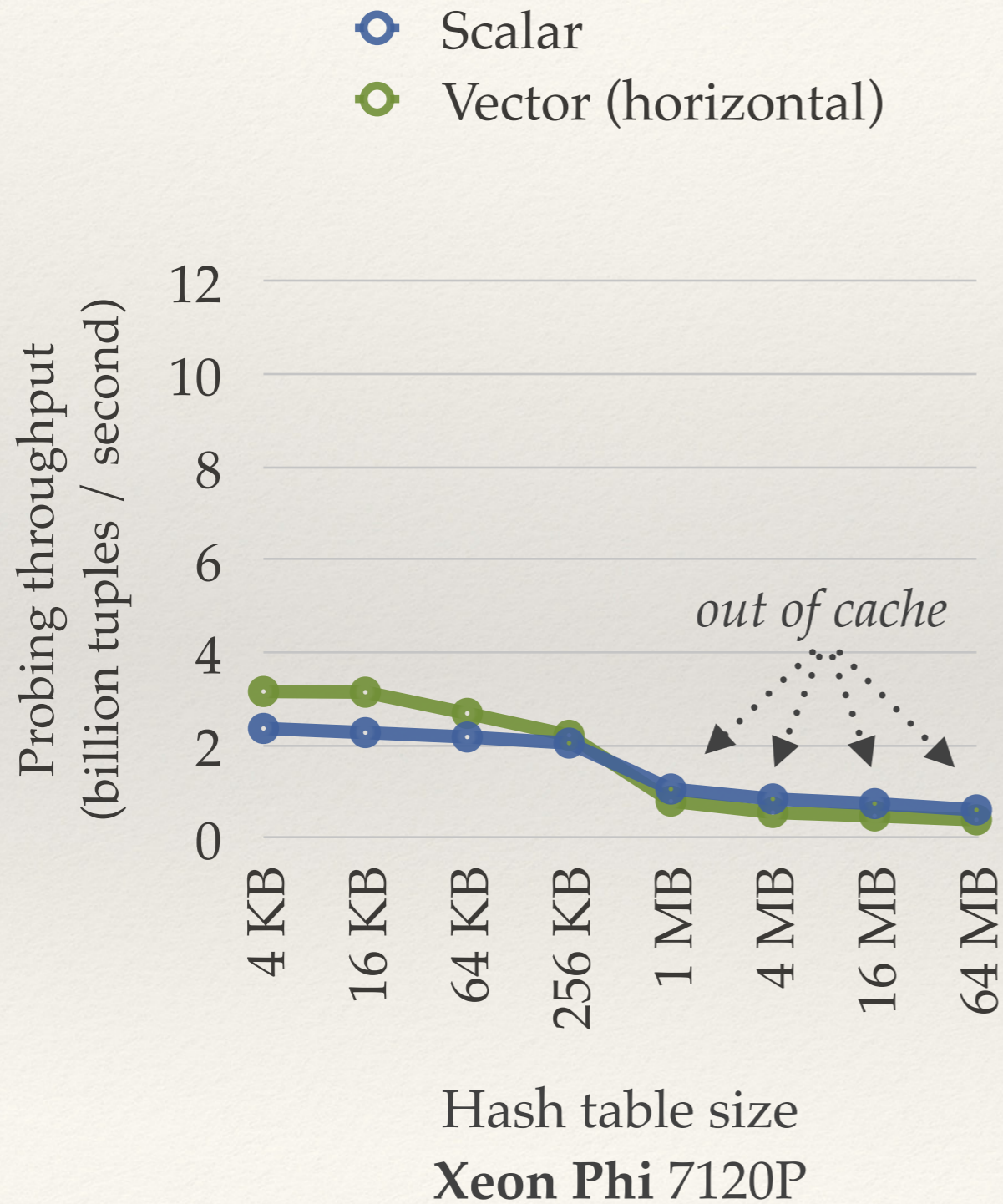
non-conflicting lanes replaced

non-empty bucket lanes kept

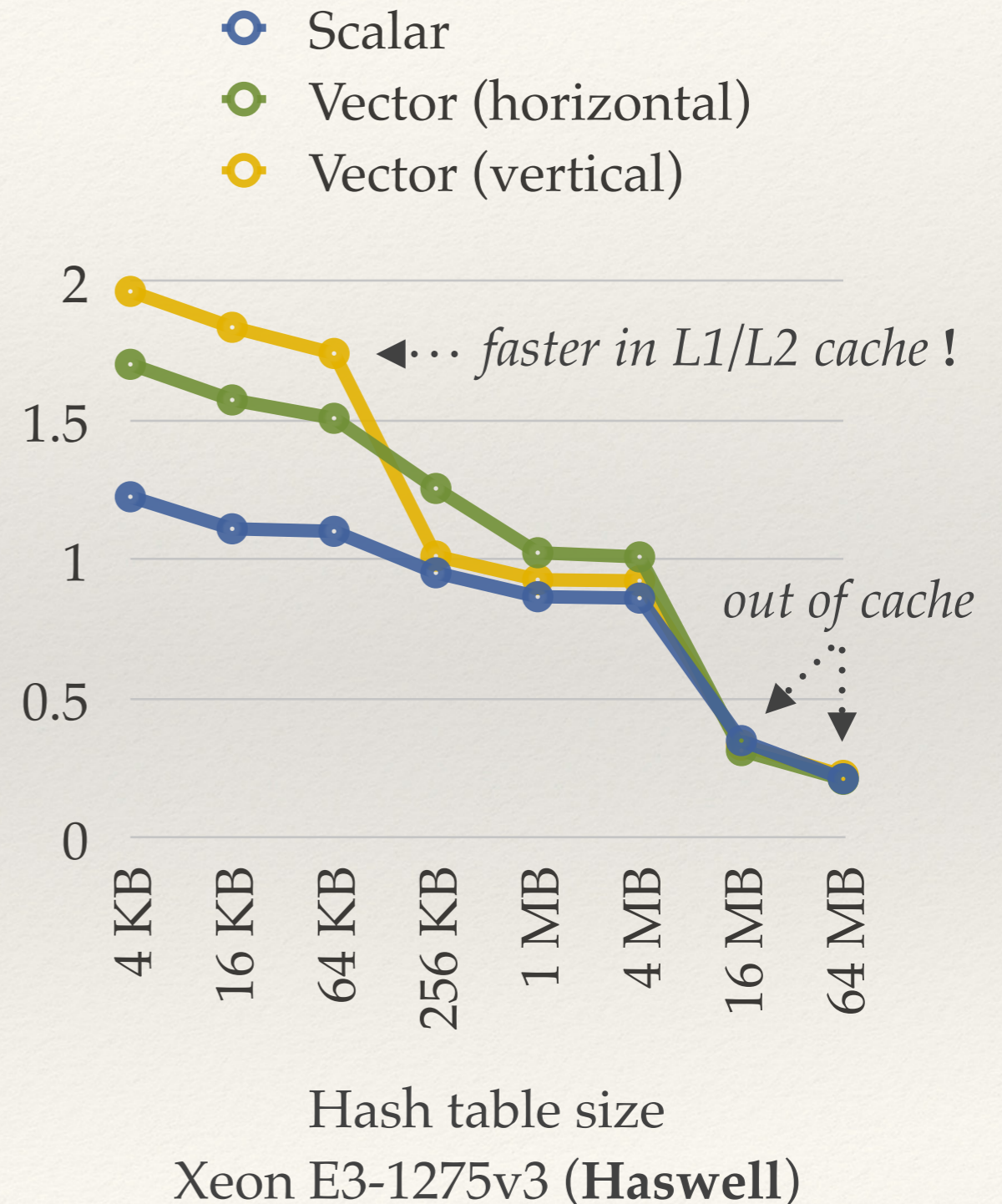
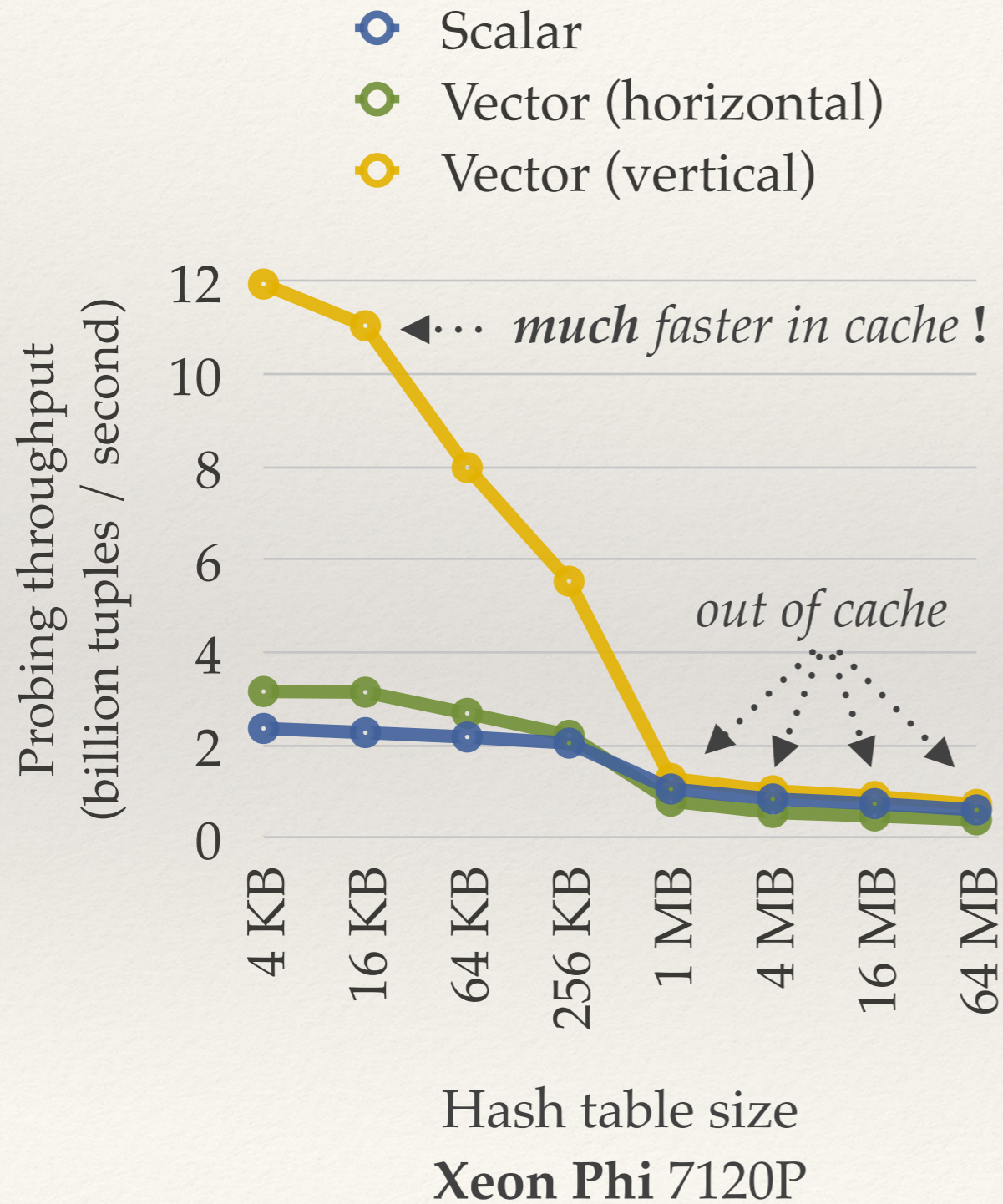
Hash Table (Linear Probing)



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Hash Table (Linear Probing)



Partitioning

- ❖ Types
 - ❖ Radix
 - ❖ 2 shifts (in SIMD)
 - ❖ Hash
 - ❖ 2 multiplications (in SIMD)
 - ❖ Range
 - ❖ Range function index
 - ❖ Binary search (in the paper ...)

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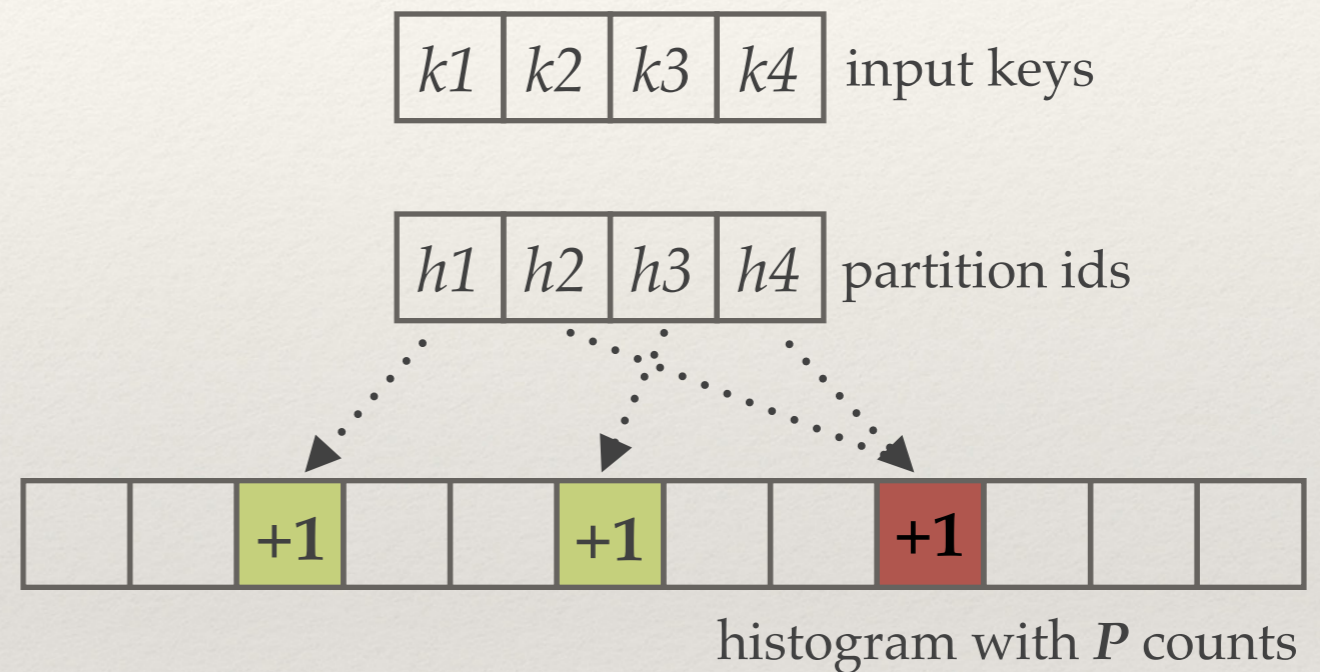
- ❖ Binary search (in the paper ...)

- ❖ Histogram

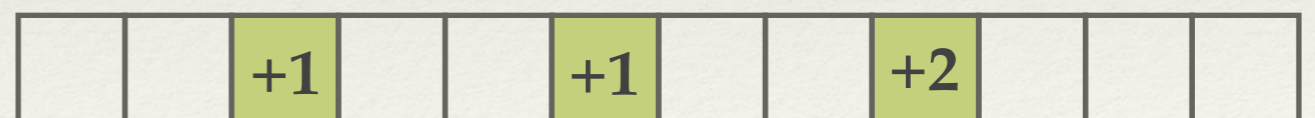
- ❖ Data parallel update

- ❖ Gather & scatter counts

- ❖ *Conflicts* miss counts



... *instead of* ...



Partitioning

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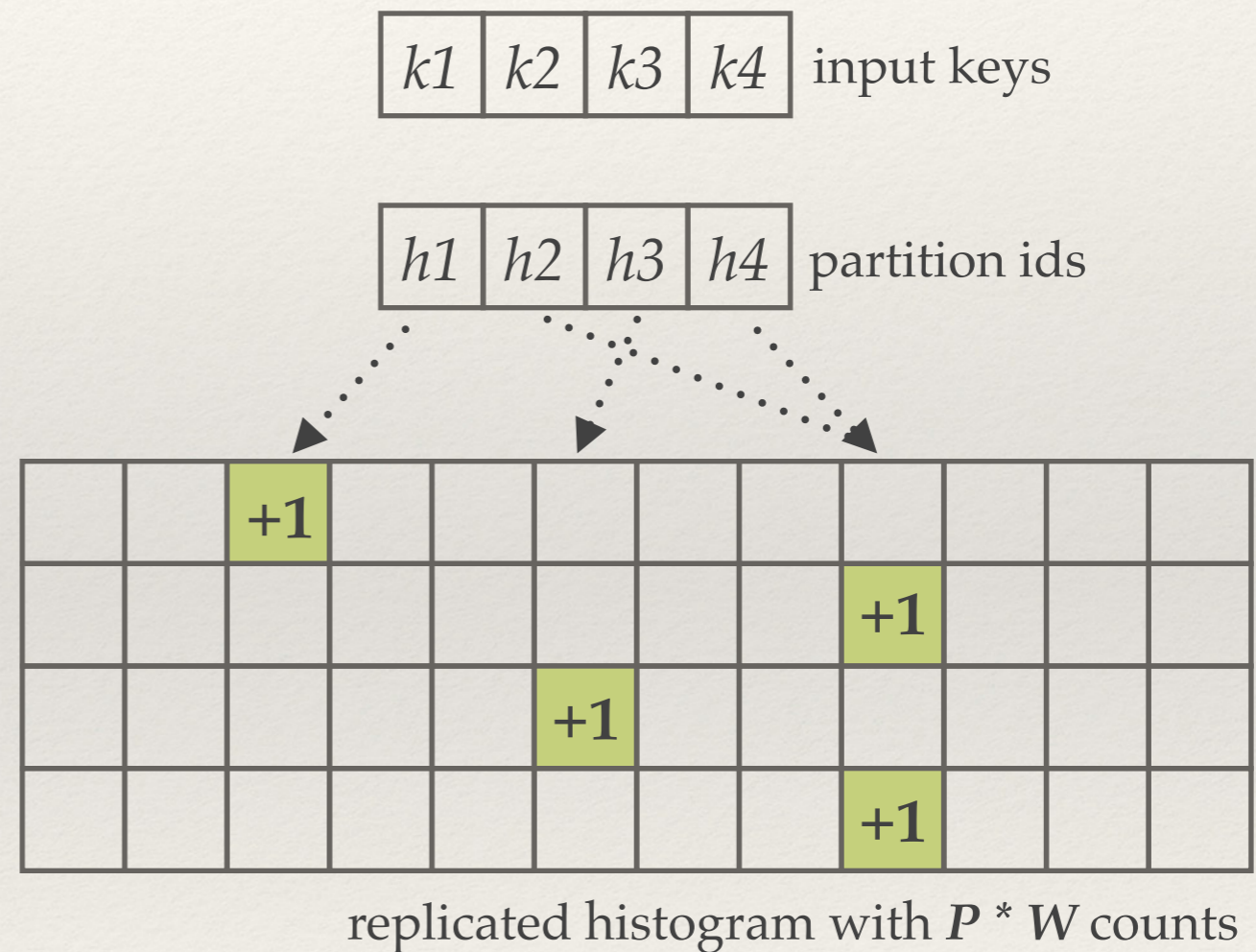
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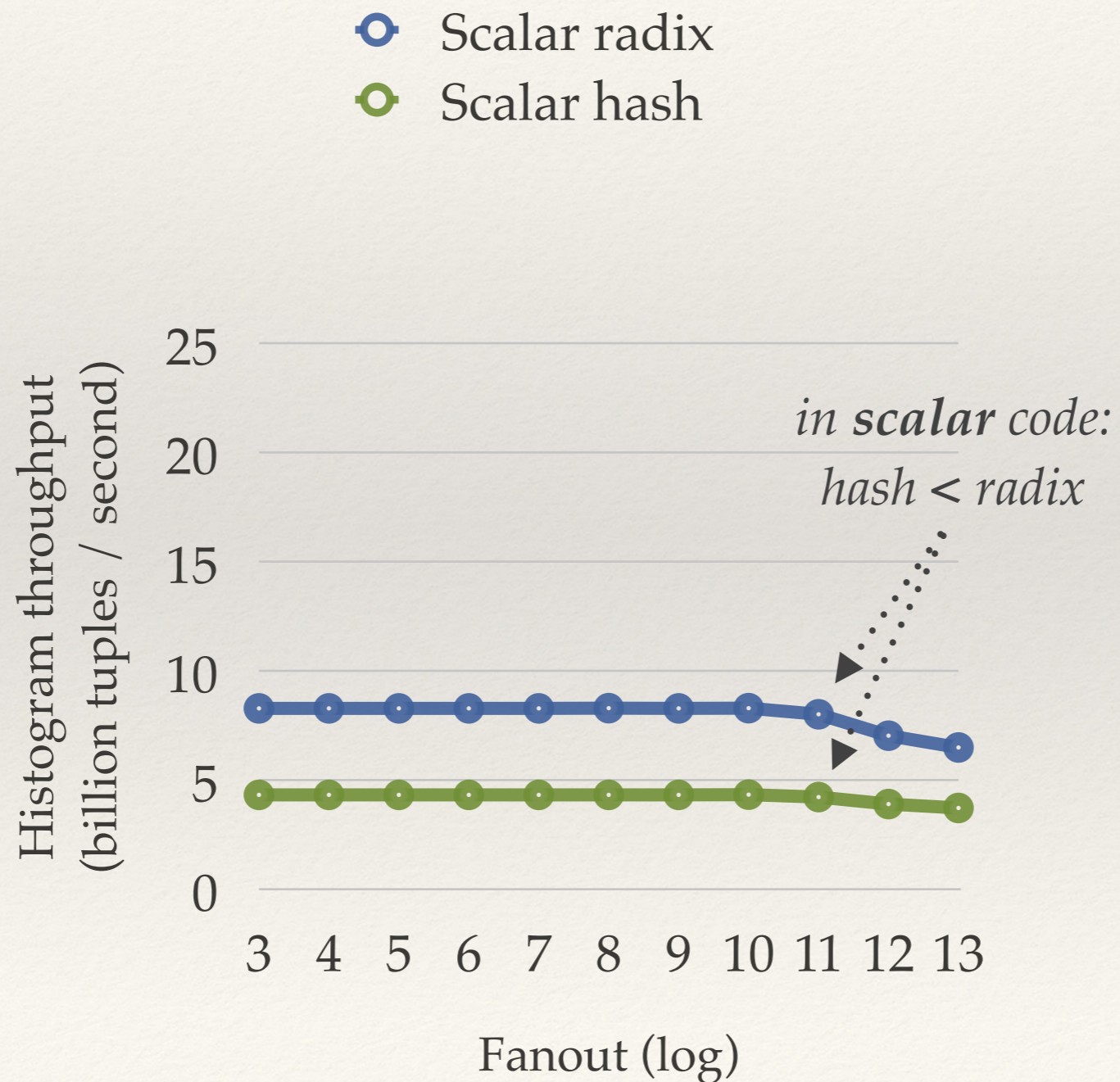
- ❖ *Replicate* histogram W times

- ❖ More solutions in the paper ...



Radix & Hash Histogram

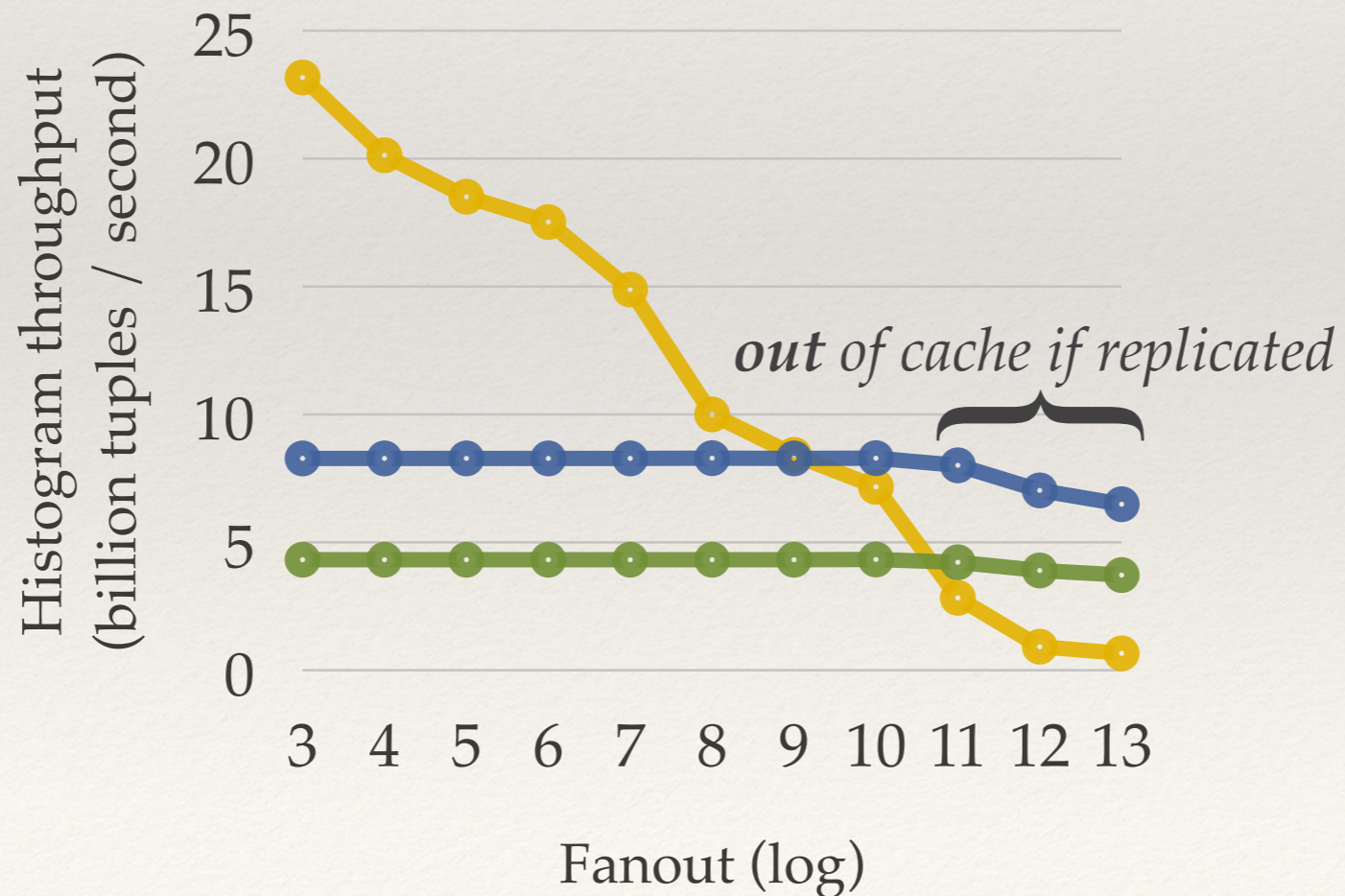
Histogram generation on Xeon Phi



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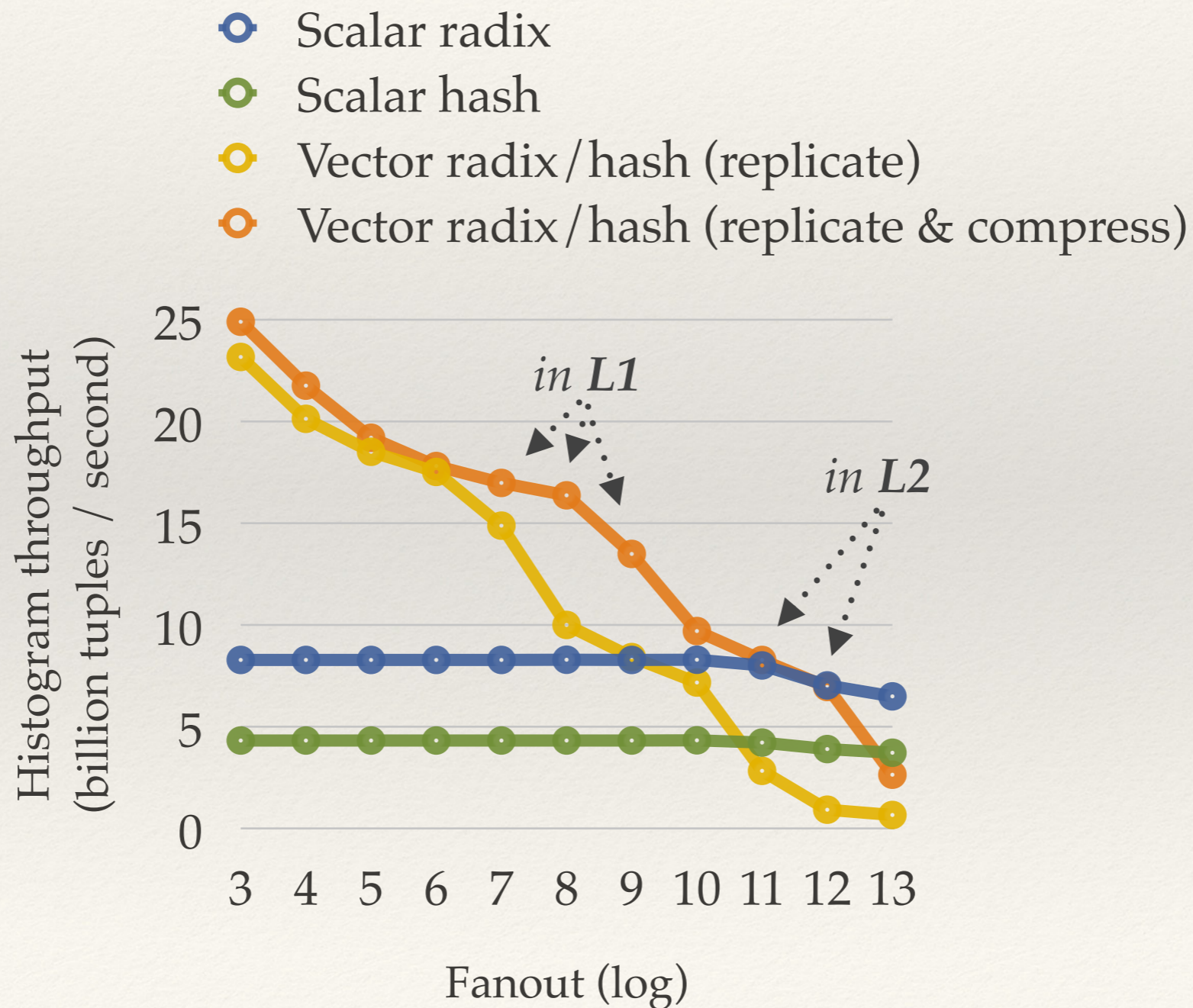
Histogram generation on Xeon Phi

- Scalar radix
- Scalar hash
- Vector radix/hash (replicate)



Radix & Hash Histogram

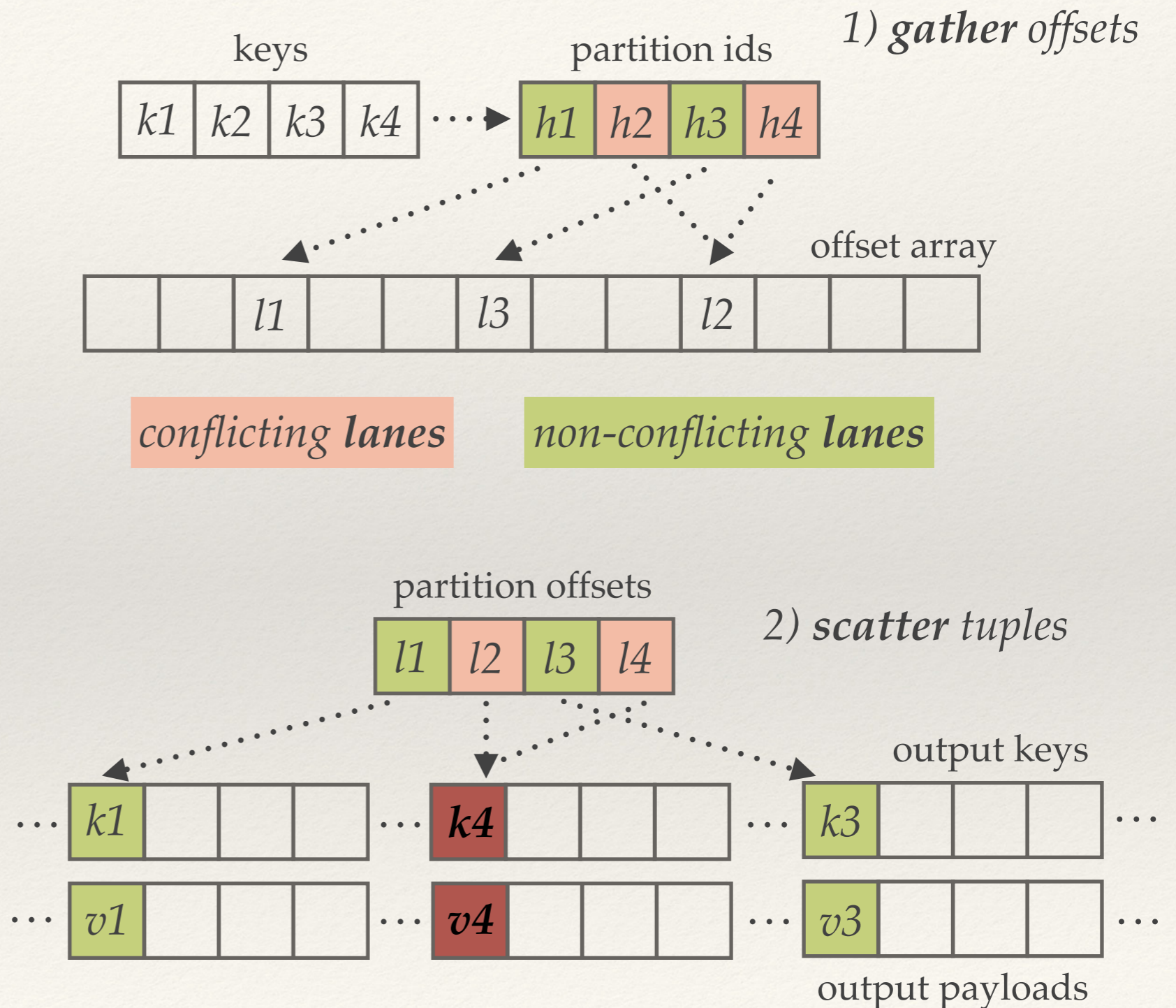
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Partitioning

❖ Shuffling

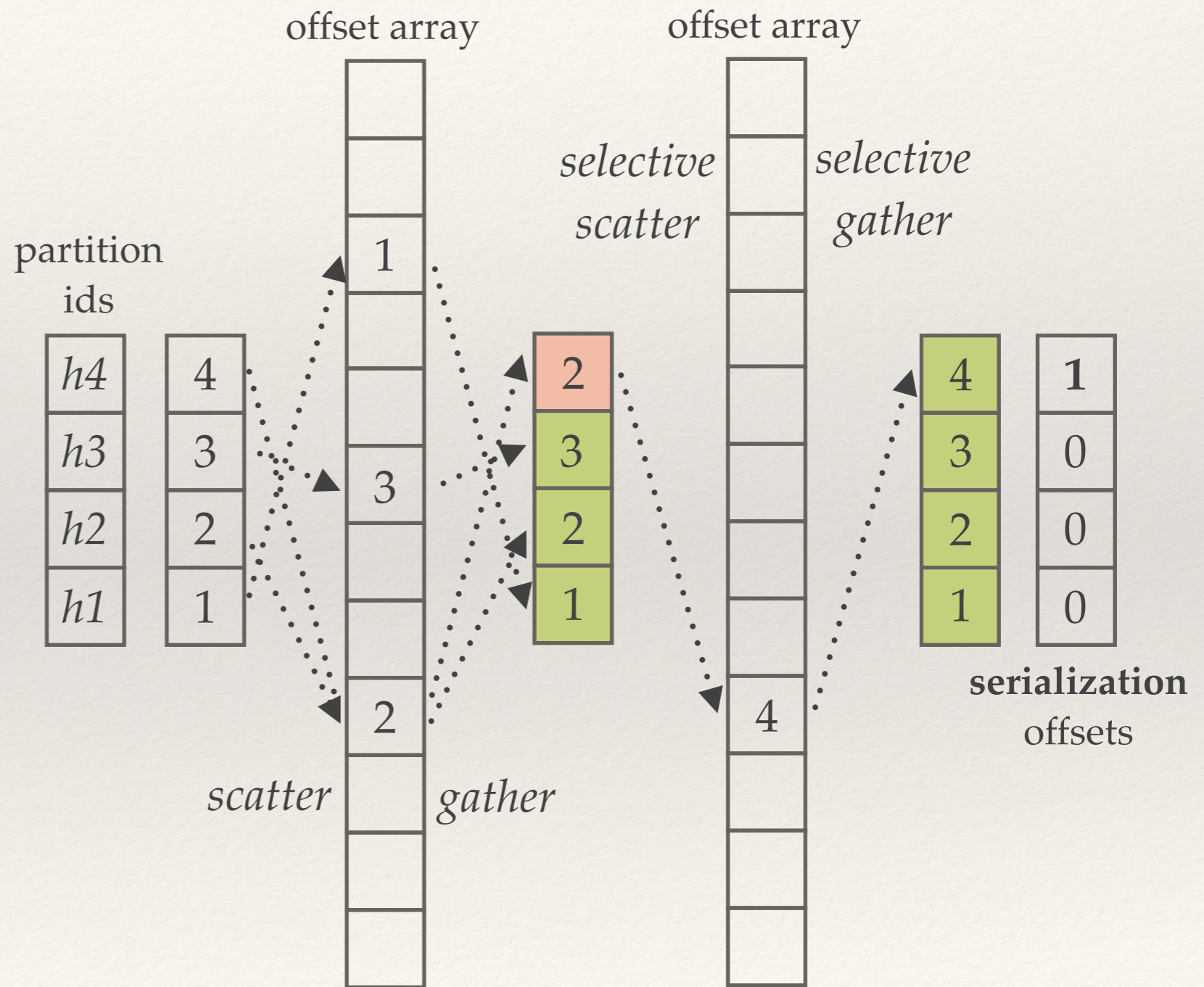
- ❖ Update the offsets
 - ❖ Gather & scatter counts
 - ❖ *Conflicts* miss counts
- ❖ Tuple transfer
 - ❖ Scatter directly to *output*
 - ❖ *Conflicts* overwrite tuples



Partitioning

❖ Shuffling

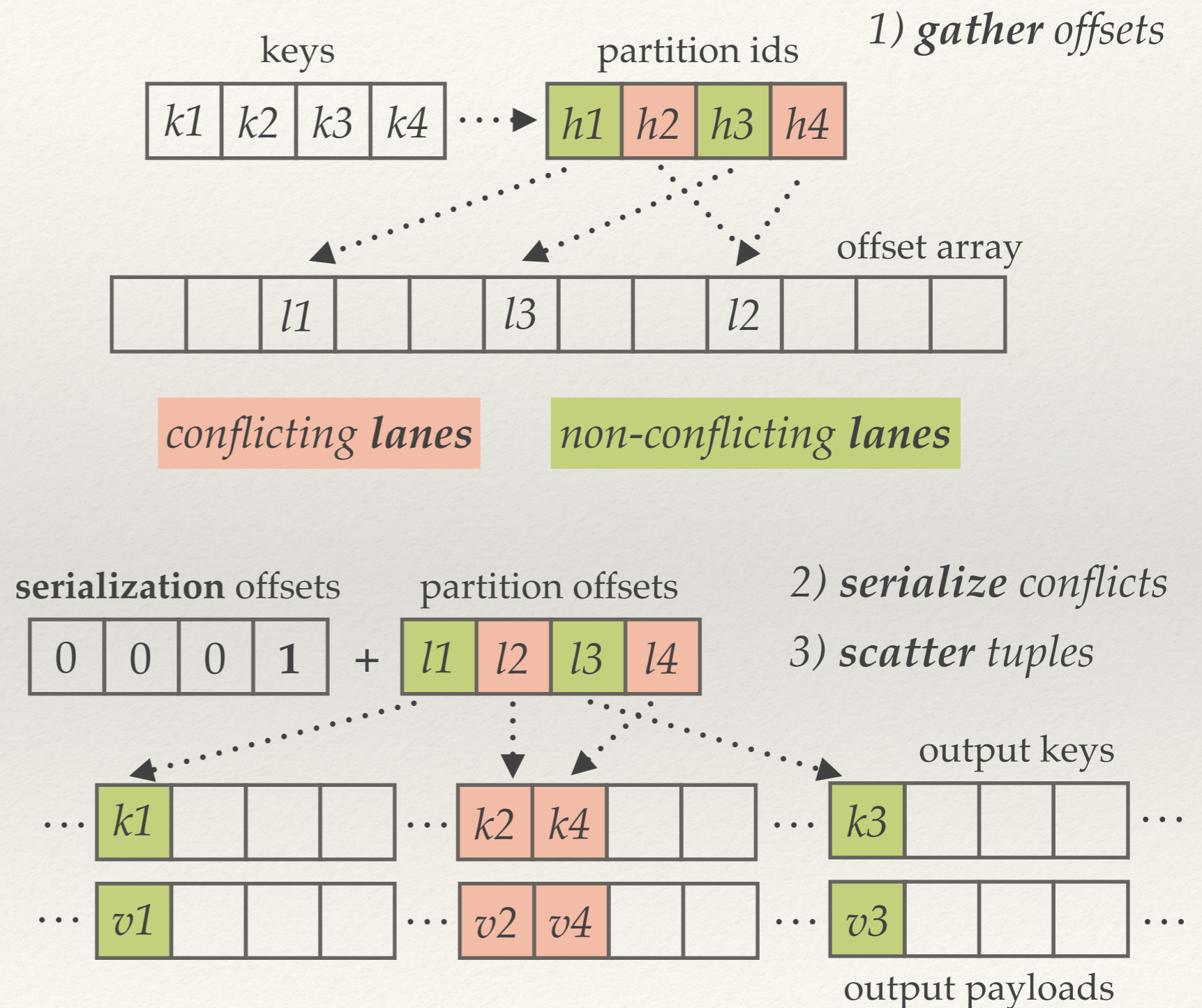
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 - ❖ *Serialize* conflicts



Partitioning

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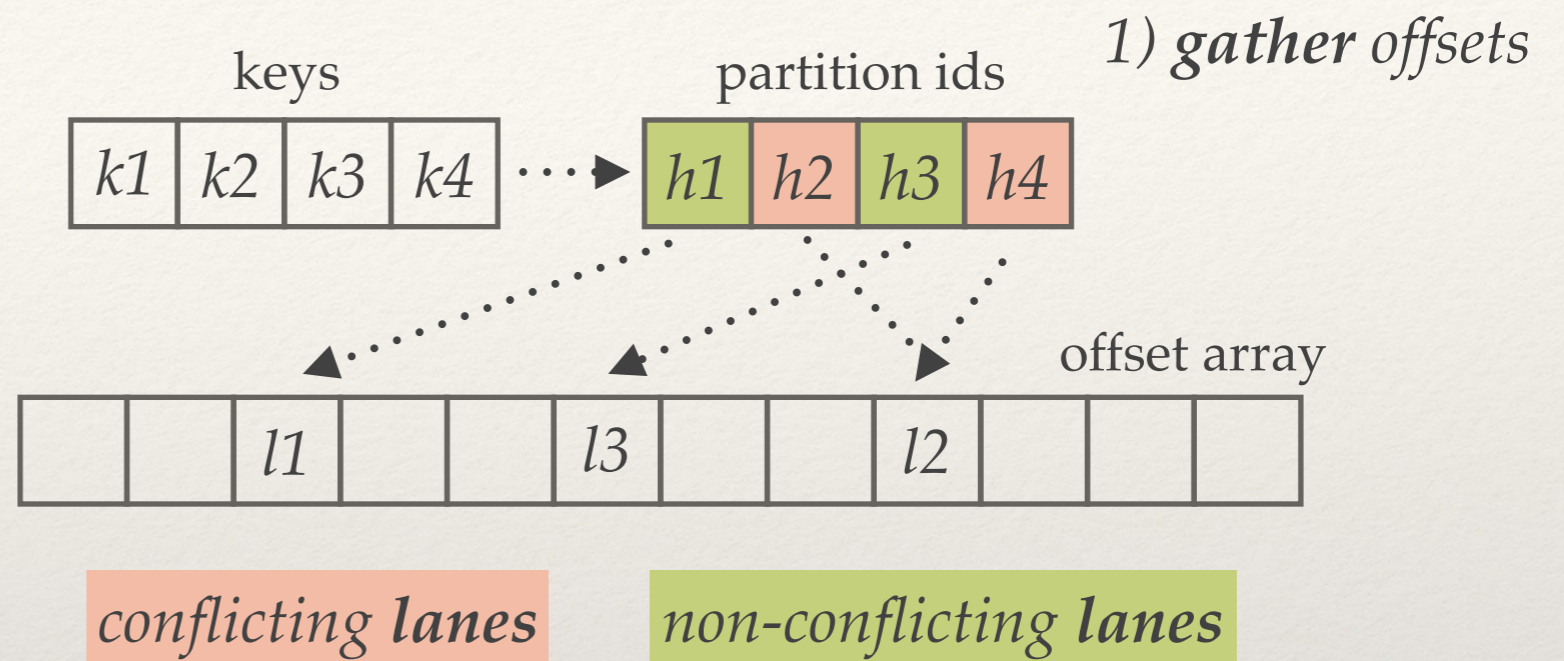
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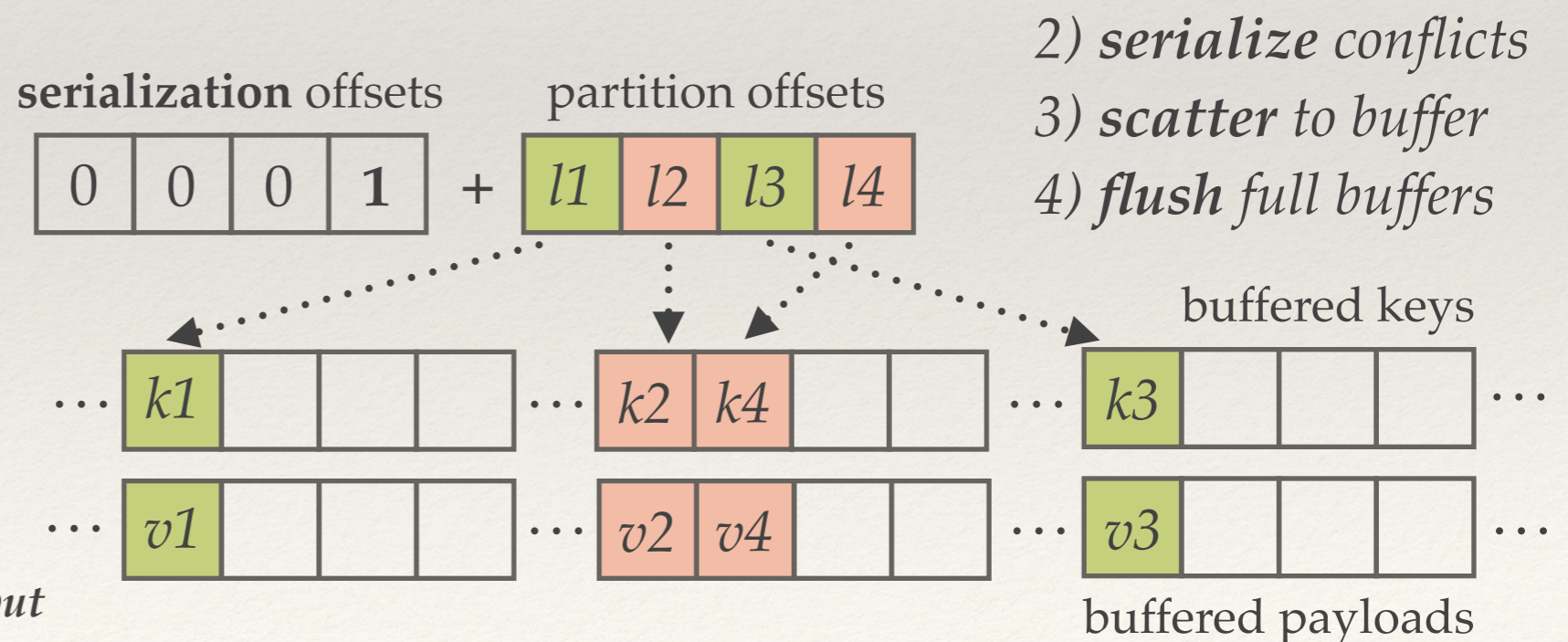
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❖ Buffering

- ❖ When input \gg cache
- ❖ Handle *conflicts*
- ❖ Scatter tuples to *buffers*
- ❖ Buffers are *cache*-resident
- ❖ Stream *full* buffers to *output*



Partitioning

❖ Shuffling

❖ Update the offsets

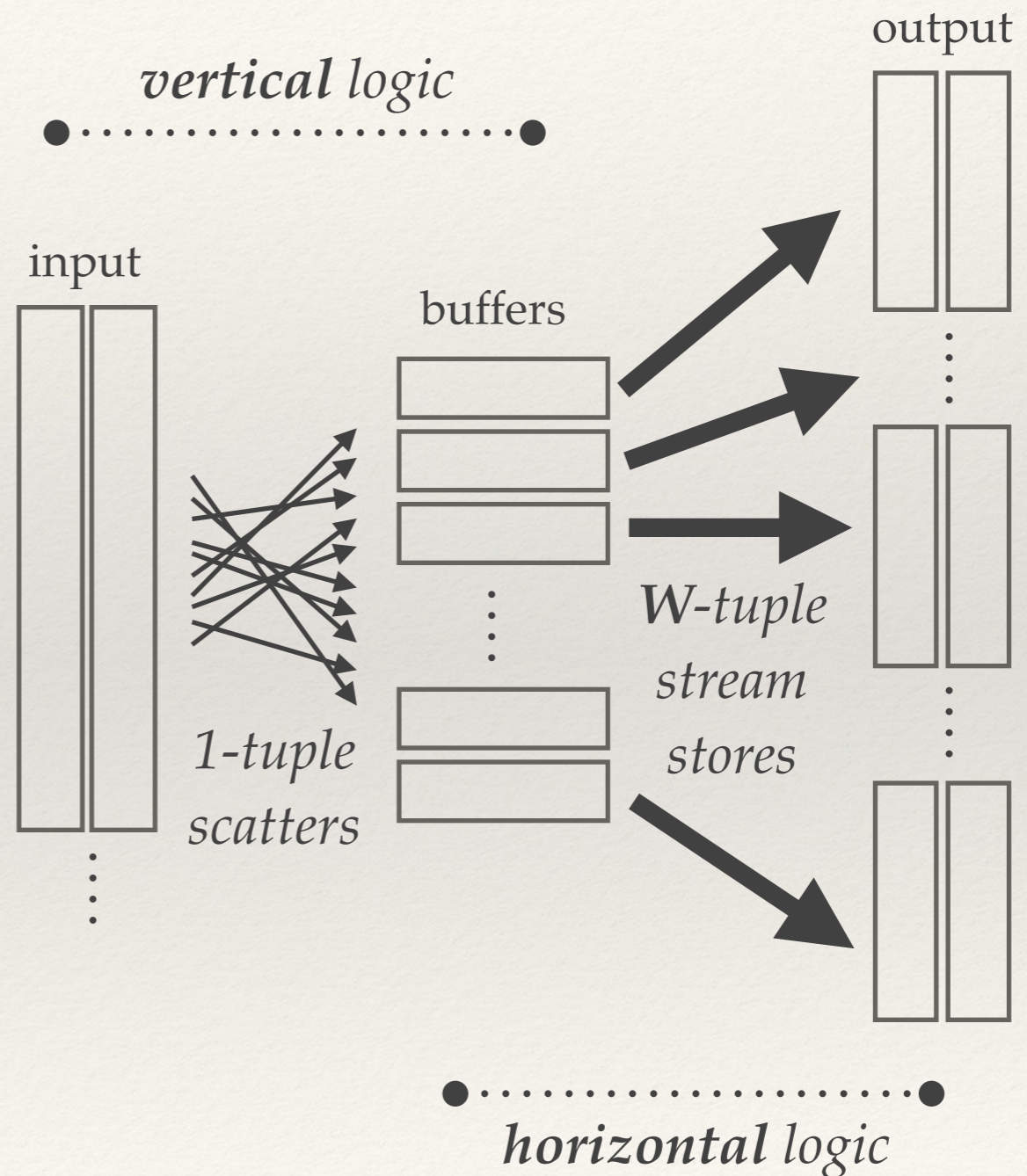
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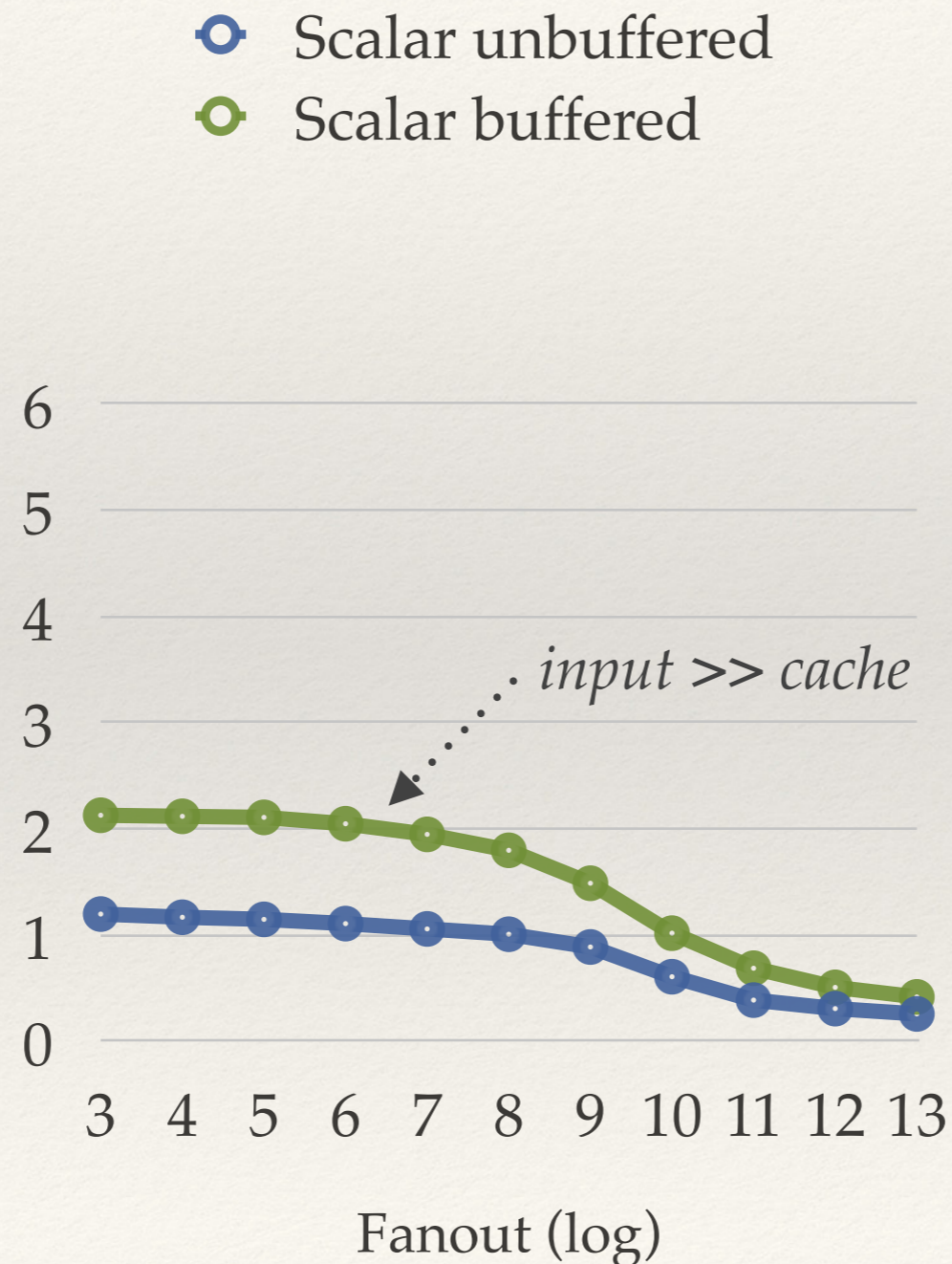
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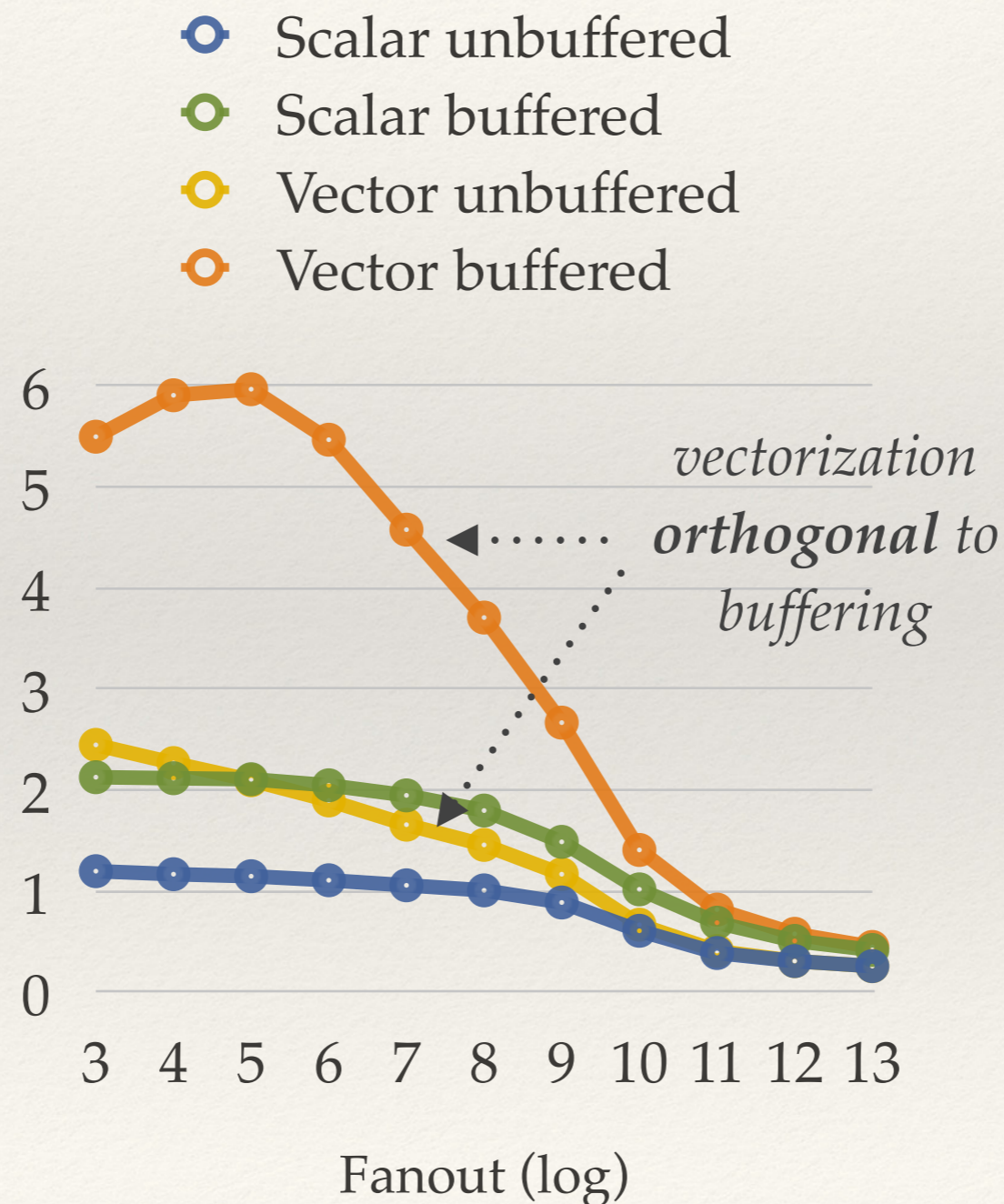
Buffered & Unbuffered Partitioning

Large-scale data shuffling on Xeon Phi



Buffered & Unbuffered Partitioning

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Sorting & Hash Join Algorithms

- ❖ Least-significant-bit (LSB) radix-sort
 - ❖ *Stable* radix partitioning passes
 - ❖ *Fully* vectorized

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 - ❖ *Stable* radix partitioning passes
 - ❖ *Fully* vectorized
- ❖ Hash join
 - ❖ *No* partitioning
 - ❖ Build 1 *shared* hash table using *atomics*
 - ❖ *Partially* vectorized

Sorting & Hash Join Algorithms

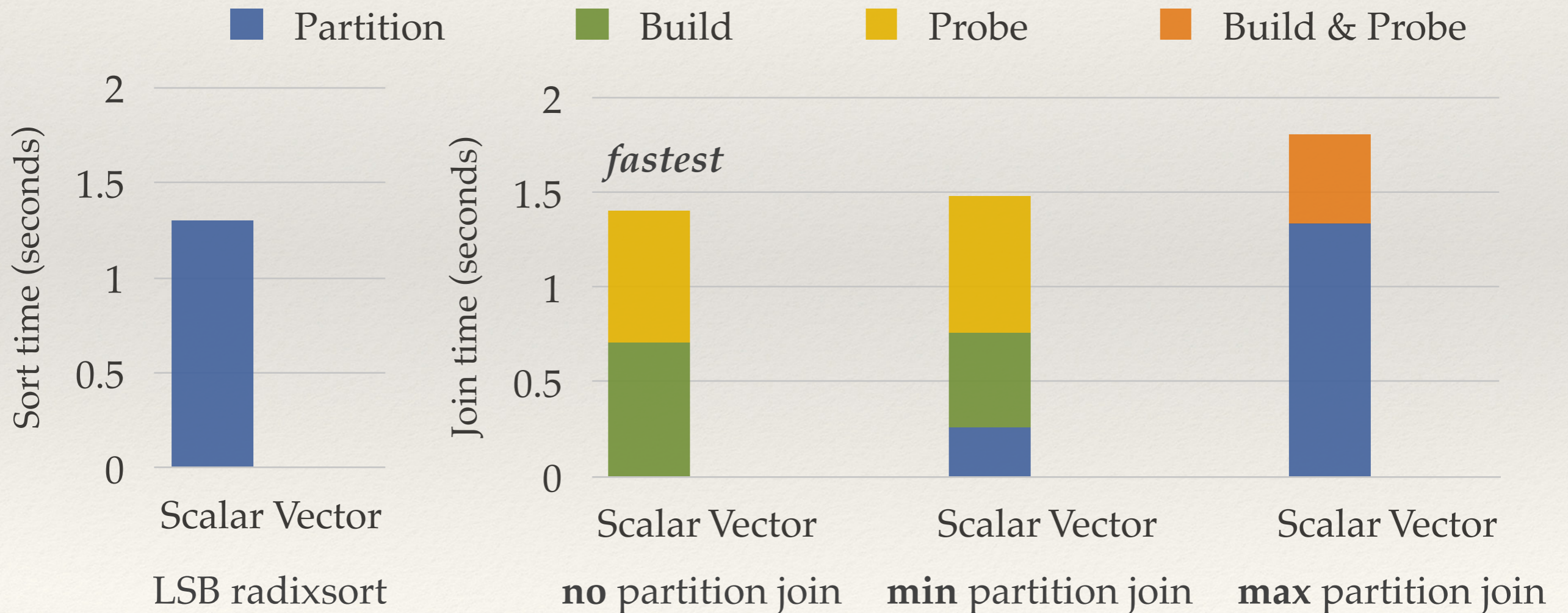
- ❖ Least-significant-bit (LSB) radix-sort
 - ❖ *Stable* radix partitioning passes
 - ❖ *Fully* vectorized
- ❖ Hash join
 - ❖ *No* partitioning
 - ❖ Build 1 *shared* hash table using *atomics*
 - ❖ *Partially* vectorized
 - ❖ *Min* partitioning
 - ❖ Partition *building* table
 - ❖ Build 1 hash table per thread
 - ❖ *Fully* vectorized

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 - ❖ Build 1 hash table per thread
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 - ❖ *Max* partitioning
 - ❖ Partition *both* tables repeatedly
 - ❖ Build & probe *cache-resident* hash tables
 - ❖ *Fully* vectorized

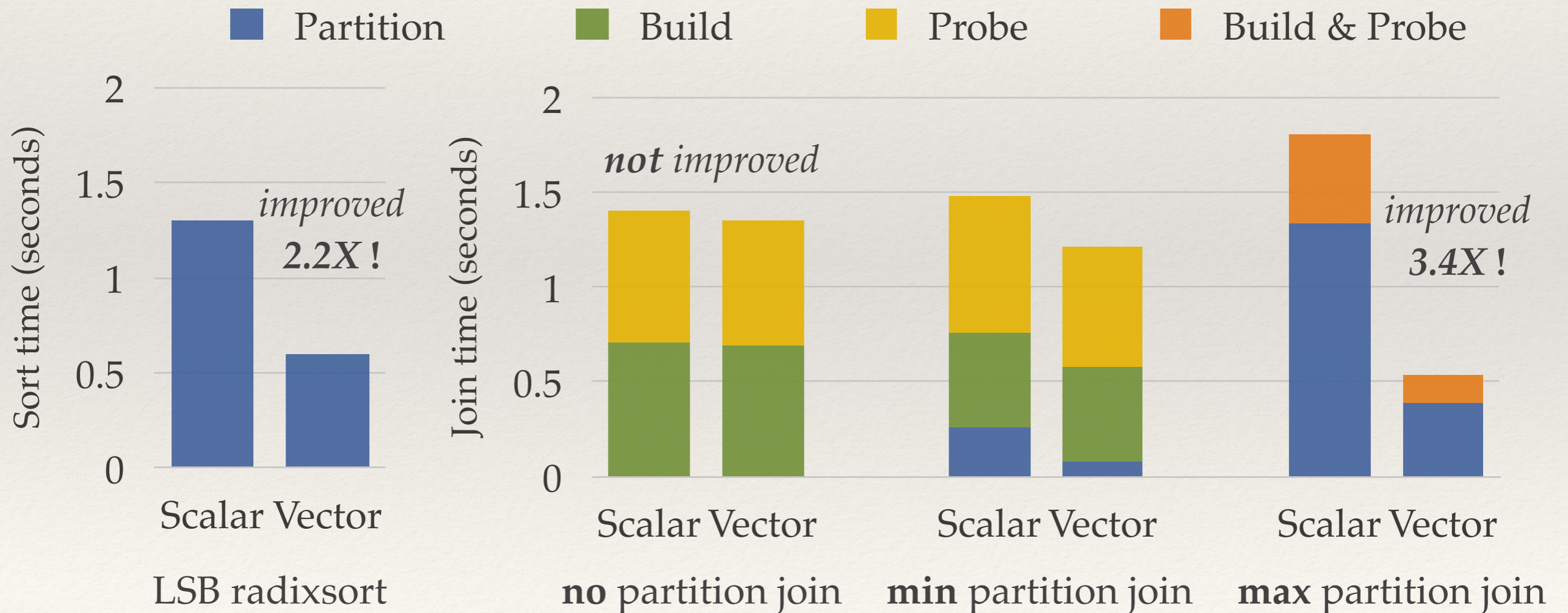
Hash Joins

sort 400 million tuples &
join 200 & 200 million tuples
32-bit keys & payloads
on Xeon Phi



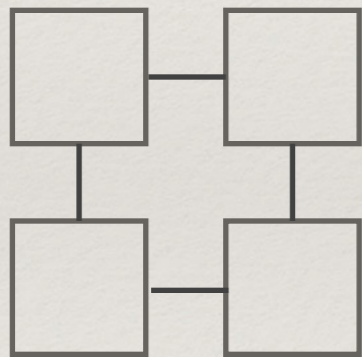
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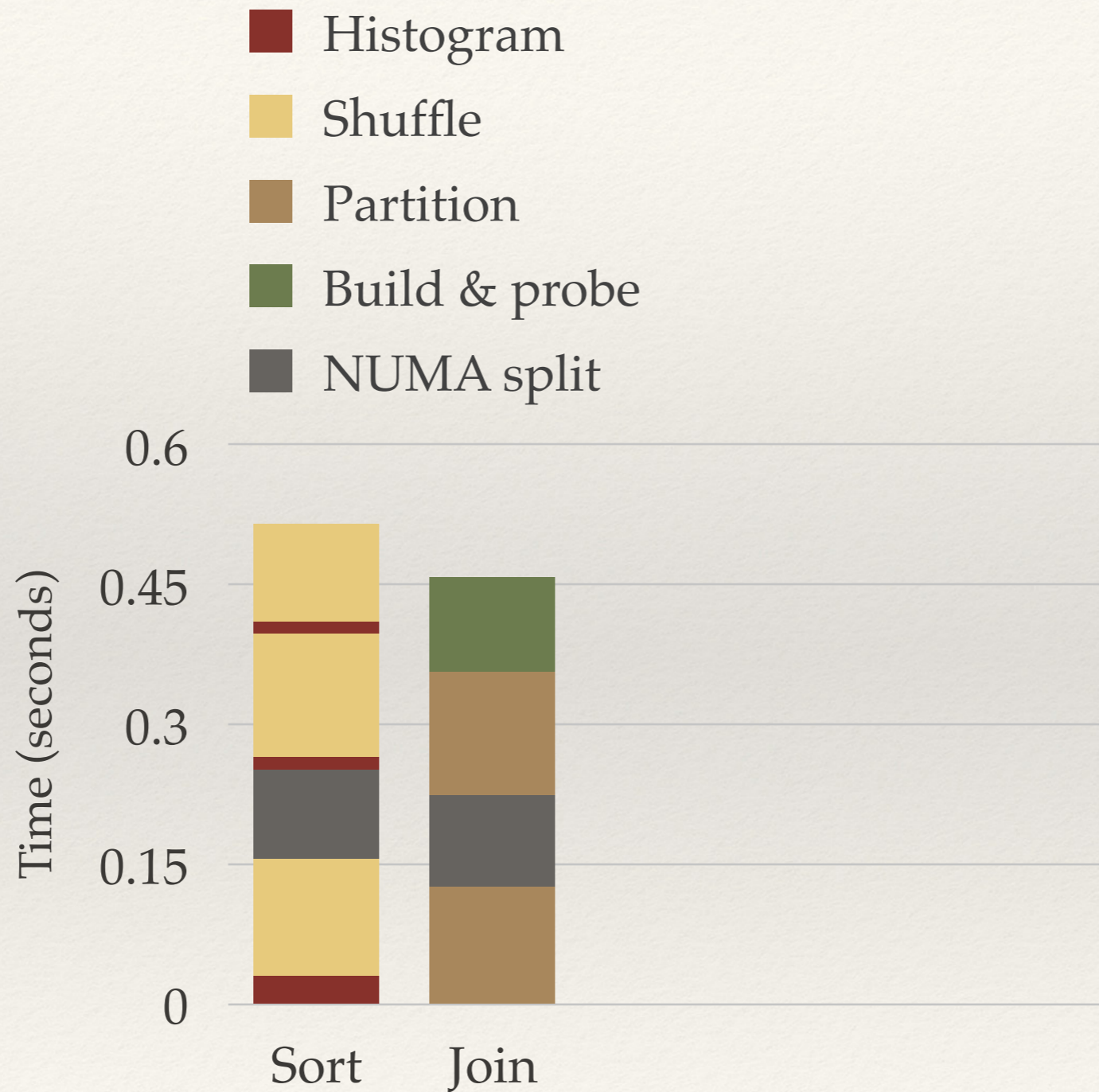


Power Efficiency

4 CPUs
(Xeon E5-4620)
32 Sandy
Bridge cores
300 Watts TDP

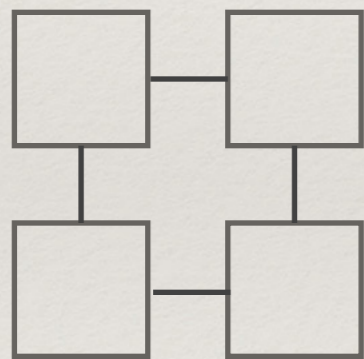


2.2 GHz
40 GB/s

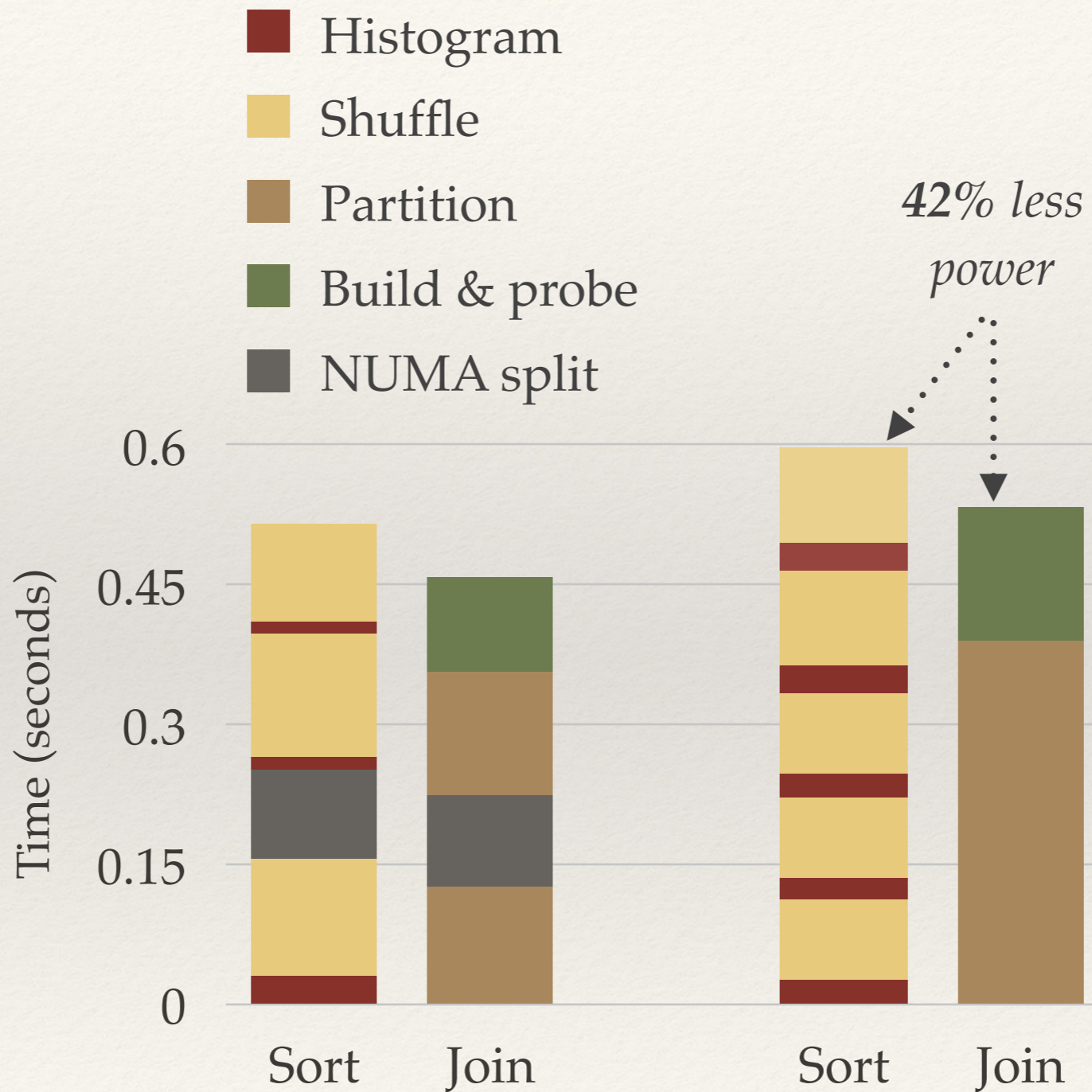


Power Efficiency

4 CPUs
(Xeon E5-4620)
32 Sandy
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300 Watts TDP



2.2 GHz
40 GB/s *



1 co-processor
(Xeon Phi 7120P)
61 P54C cores
520 Watts TDP



1.238 GHz
80 GB/s *

* comparable speed
even if equalized
(in the paper ...)

Conclusions

- ❖ *Full* vectorization
 - ❖ $O(f(n))$ scalar $\rightarrow O(f(n)/W)$ vector operations
 - ❖ Good vectorization principles improve *performance*
 - ❖ Define & *reuse* fundamental operations
 - ❖ e.g. *vertical* vectorization, maximize lane *utilization*, ...

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- ❖ Impact on software design
 - ❖ Vectorization favors cache-conscious algorithms
 - ❖ e.g. *partitioned* hash join \gg non-partitioned hash join if vectorized
 - ❖ Vectorization is *orthogonal* to other optimizations
 - ❖ e.g. *both* unbuffered & *buffered* partitioning get vectorization speedup

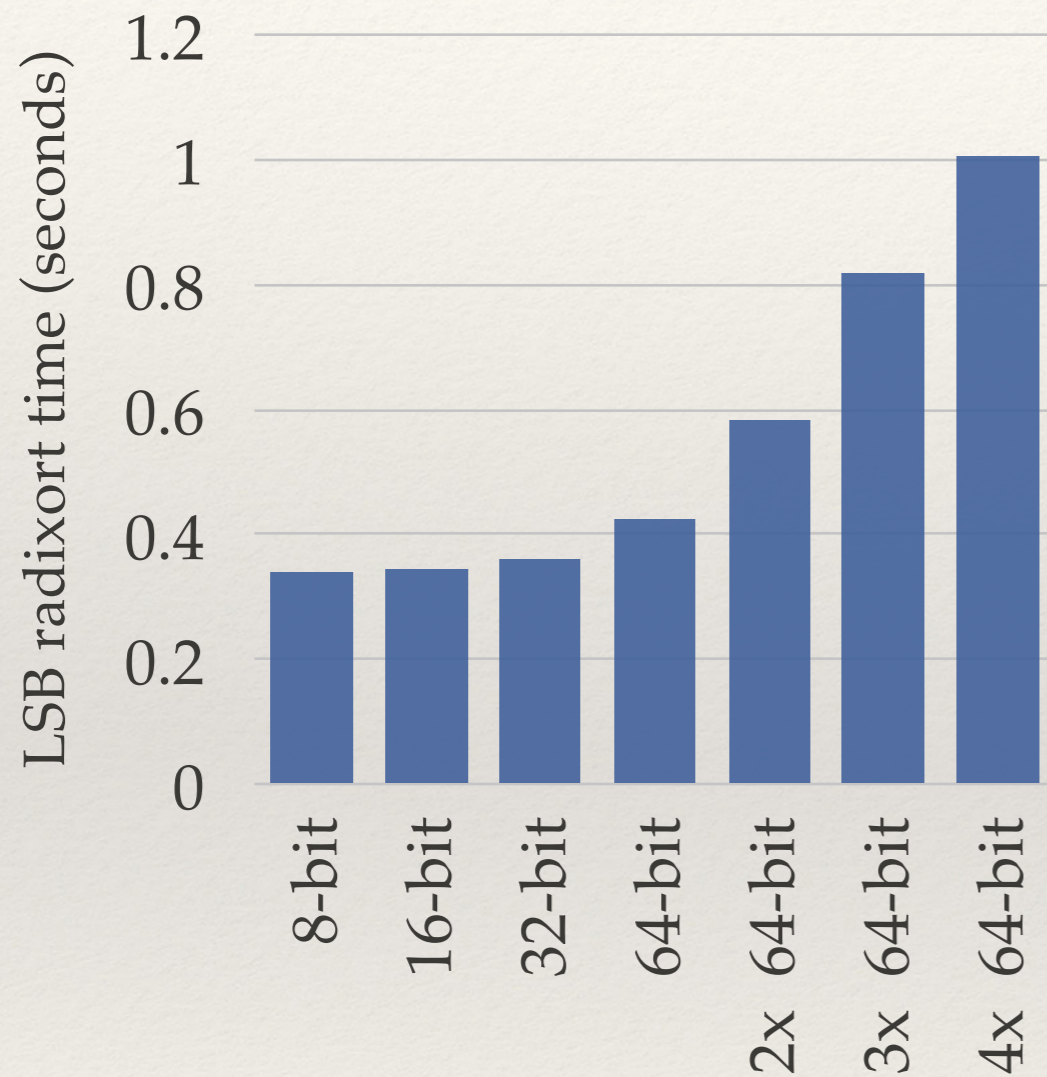
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- ❖ Impact on hardware design
 - ❖ *Simple* cores almost as fast as *complex* cores (for OLAP)
 - ❖ 61 simple *P54C* cores \sim 32 complex *Sandy Bridge* cores
 - ❖ Improved *power* efficiency for analytical databases

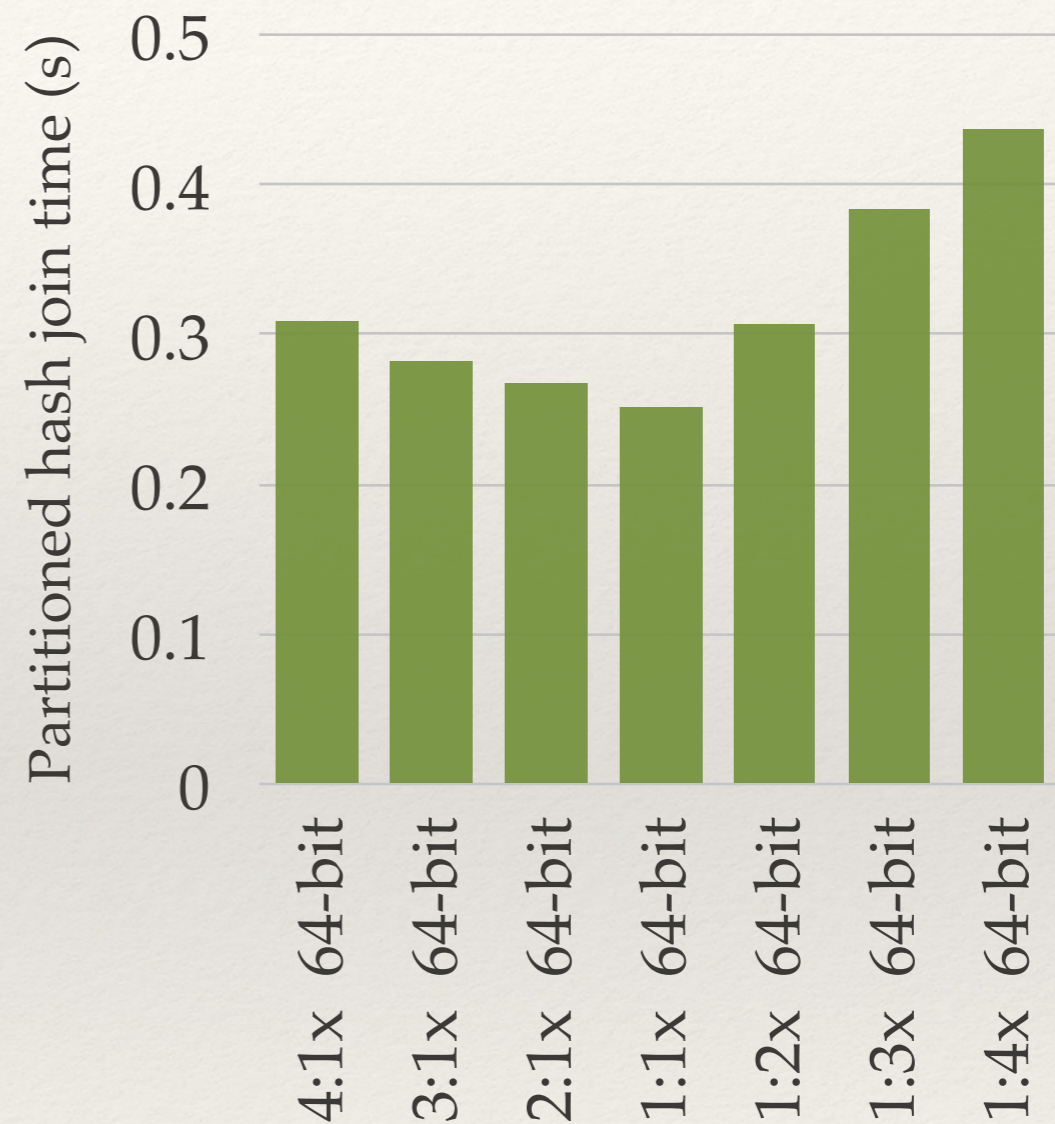
Questions



Join & Sort with Early Materialized Payloads



200 million 32-bit keys &
X payloads on **Xeon Phi**



10 & 100 million 32-bit keys &
X payloads on **Xeon Phi**